Comprehensive Chess Endings

Bishop Against Knight Endings, Rook Against Minor Piece Endings

Volume 2

Y. Averbakh

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Comprehensive Chess Endings

General Editor: YURI AVERBAKH

Volume 2

Bishop Against Knight Endings

Rook Against Minor Piece Endings

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AVERBAKH, Y.

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Comprehensive Chess Endings

Volume 2

Bishop Against Knight Endings

Rook Against Minor Piece Endings

by YURI AVERBAKH

Translated by

KENNETH P. NEAT

Contents

Preface

The present book is the second volume of a major study of the endgame, carried out by a small team of Soviet theorists headed by the author of these lines.

The study as a whole covers the following types of endings: pawn, knight, bishop, bishop against knight, rook against minor piece, rook, queen against rook or minor piece, and queen. It will be evident that we have restricted the material to endings in which, apart from the king, each side has not more than one piece. The idea of the study was to give Soviet players practical recommendations on the playing of each of these types of ending.

The present book consists of two parts. The first part examines endings with bishop against knight, and the second—with rook against minor piece.

Bishop, knight and rook are pieces of different types. For this reason, endings which see a clash between two of these pieces are usually rich in the most diverse possibilities, and are of special interest to the researcher. It is no accident that chess composers devote considerable attention to the conflict between these pieces, and the present book contains a number of studies.

In working on the endgame the first task is to compile a sufficient amount of material to be able to reflect properly the features of this or that type of ending. In doing this, we have relied mainly on the games of the leading masters of the past and of the present, on analysis by theorists, and on studies by chess composers. In cases where the necessary examples could not be found, we had to create them ourselves.

The compilation of material proceeded in two directions: in the field of endings with a small number of pawns (less than four) we endeavoured to collect the maximum number of examples, so as to present this type of ending as fully as possible; in selecting endings with four or more pawns we set ourselves a different task—we tried to pick out the most typical, to demonstrate the basic procedures which are characteristic of this or that balance of forces.

However, it must be emphasized that the accent was not only on the compilation and checking of the numerous examples (in this book, for example, there are more than six hundred). The main point was that this work was the beginning of a logical and systematic study of the endgame. The authors had to analyze certain types of endings, which hitherto had not been covered by theory, to give typical theoretical positions, and to give the necessary practical recommendations. An example of such a study, which is now complete, is chapter 1.2 of the present book—knight and pawn against bishop.

One of the basic problems faced by players in the endgame is determining a concrete way of realizing an advantage gained earlier, whether it be material or positional. Very often these ways are typical for the given type of ending, for the given balance of forces. In these books we have made special efforts to demonstrate these most typical and characteristic ways of achieving the particular goal.

Anyone wishing to get to know the endgame should remember that, in contrast to the middlegame, in an ending the playing factor is frequently of secondary importance, exact knowledge being of primary importance.

And now a few words on how to use this book. The material in it, as in all the other volumes of *Comprehensive Chess Endings*, is divided on a formal basis—depending on the number of pawns in the initial position. Since *Comprehensive Chess Endings* is designed to serve as a reference work on the endgame, such a division of material seems to us the most expedient.

In comparison with the first edition, the number of examples has been increased, and necessary corrections and additions have been introduced.

Comprehensive Chess Endings is in the first instance a reference work, which will be useful for the analysis of adjourned positions and in correspondence play. However, it can also be used as a text-book on the endgame. In general, *Comprehensive Chess Endings* is intended for players of second category and above*, although certain chapters may also prove useful to the less skilled reader.

In conclusion we should like to emphasize that the study of the endgame is an extremely complex problem, often demanding purely mathematical accuracy, and that it is difficult to avoid certain analytical mistakes.

On behalf of the team of authors, I should like to thank all those readers who discovered mistakes in the first edition, and thus helped to improve this book. We hope that this edition will be subjected to an equally rigorous scrutiny, and would ask that any critical comments and reviews be sent to the publisher.

<div align="right">YURI AVERBAKH</div>

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* In the West roughly 160 (BCF) or 1880 (Élő) and above (translator's note).

PART I

Bishop Against Knight Endings

1. Bishop Against Knight Endings

1.1 BISHOP AND PAWN AGAINST KNIGHT

We will begin by analyzing positions where the defender's king occupies a square in front of the pawn and inaccessible to the bishop. In the ending with bishop and pawn against bishop these positions were an elementary draw, where the position of the defender's bishop was of no consequence (provided, of course, that it was not attacked). But things are different when the bishop is opposed by a knight.

Here the position of the knight can be significant.
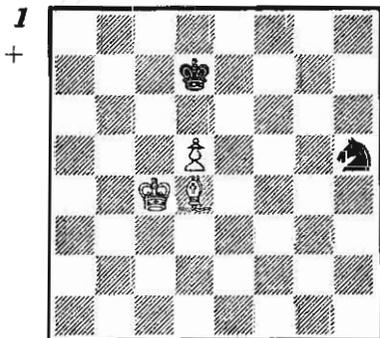
1. After **1 Be5!** Black's knight is trapped. He then ends up in *zugzwang*, and is forced to allow the advance of the pawn: **1 ... Ke7 2 Kc5 Kd7 3 d6** (but not 3 Kb6 Nf6! 4 B×f6 Kd6 with a draw) **3 ... Ke6 4 Kc6**, and White wins without difficulty.

2. The knight's poor position can also be exploited in this position. White wins by **1 Kf6, 2 Kg7** and **3 K×h8.**

But if the knight is not immobilized, the blocking of the pawn by the king on a square inaccessible to the bishop is perfectly suffi-

cient for a draw. It should also be noted that, even with his knight cut off, the defender is not bound to lose.
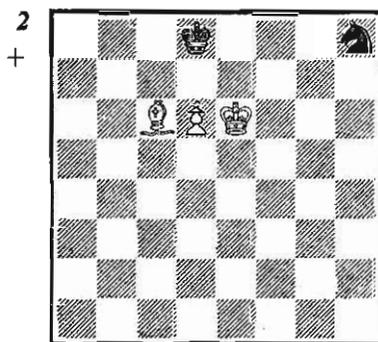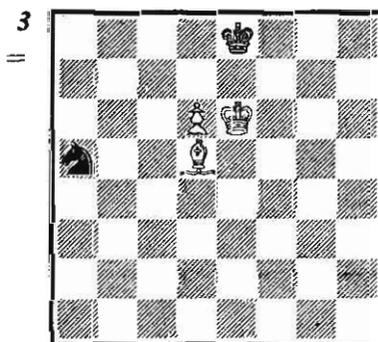
3. White is unable to drive away the opposing king and to queen his pawn, nor is he able to win the knight, e.g.:

1 Kf5 Kd8 2 Ke4 Kd7 3 Ke5 Kd8! (3 ..., Ke8? 4 Ke6! Kd8 5 d7) **4 Kd4 Ke8 5 Kc5 Kd7** etc.

We will now turn to a systematic study of positions where the defender is unable to block the pawn with his king. We will first analyze cases where the pawn has already reached the 7th rank.

4. Here all the responsibility rests on the knight, since the king is merely guarding the

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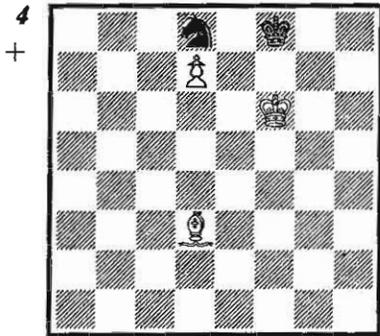
approaches to the pawn. Black cannot cope with his defensive problems.

White wins by **1 Be4 Nf7 2 Bf3 Nd8 3 Bd5 Nf7! 4 Ke6! Nd8 + 5 Kd6 Kg7 6 Ke7.**

The winning method—that of restricting the mobility of the knight, leading to a *zugzwang* position—is a typical one.

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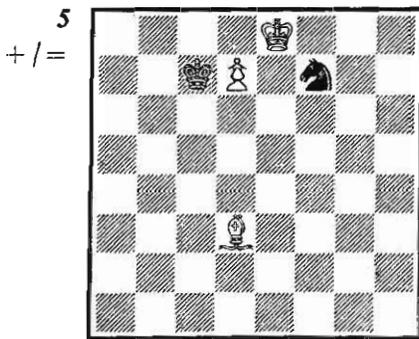
5. Here both black pieces are stopping the pawn, and the result depends upon who it is to move. Black to play gives perpetual check: **1 ... Nd6+ 2 Ke7 Nc8+ 3 Ke8 (3 Ke6 Nb6) 3 ... Nd6+.**

But this result is determined not so much by the placing of the black pieces, so much as the unfortunate position of the opposing king. White to play improves the position of his king and wins: **1 Ke7! Nd8 2 Be4 Nf7 3 Bf3 Nd8 4 Bd5** etc.

The following position is obtained by moving No. 5 one file to the left.

6. This position is an exception, since here restricting the mobility of the black pieces leads only to stalemate: **1 Kd7 Nc8 2 Bd4 Ne7**
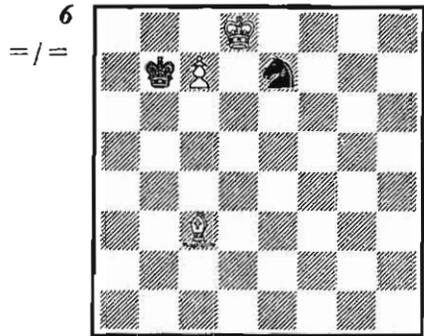
3 Be3 Nc8 4 Bc5 Ka8! 5 Kc6 Nb6!, and there is nothing more that White can do.

Familiarity with No. 6 allows the solution to the following study to be found without difficulty.

Horwitz, 1852

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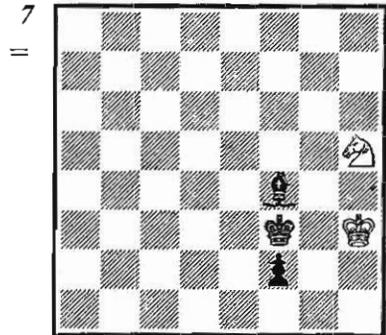
7. 1 Ng3! Be5 2 Nf1 Ke2 3 Kg2 Bf4 4 Kh1! Kf3 5 Ng3! etc.

The solution to No. 8 is similarly straightforward.

Rinck, 1923
(conclusion of a study)

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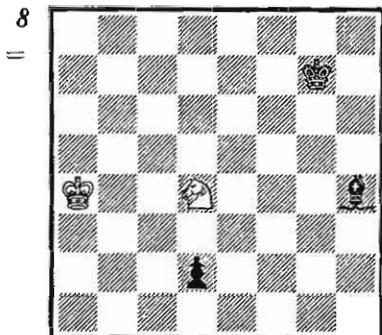
8. After **1 Nf5+ Kf6 2 Ne3** it transpires that 2 ... Ke5 fails to 3 Nc4+ (the *barrier* theme), but Black plays **2 ... Kg5 3 Kb3 Kf4.**

Now the natural 4 Nd1 loses to 4 ... Kf3 5 Kc2 Ke2, but White saves the draw by **4 Nd5+ Kf3 5 Kc2 Ke2 6 Nf4+,** with perpetual check.

We will now examine a number of positions where the bishop can attack the square in front of the pawn.
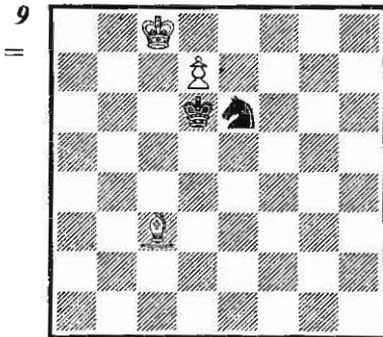
9. This is a *basic drawn position*. Note the relative placing of the white king and black knight. Incidentally, the knight may also be at f7.

After **1 Bb4+ Kc6** White is powerless to undertake anything.

Let us now move the knight to c6.
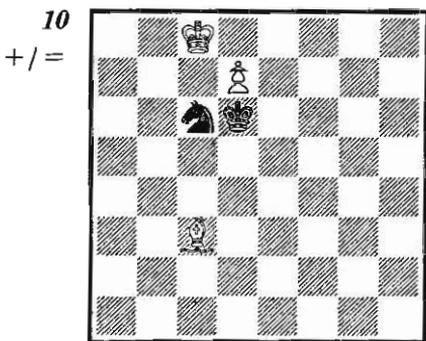
10. Black to move is able to regroup: **1 ... Ne7+** (or 1 ... Na7+) **2 Kd8 Nc6+ 3 Ke8 Ke6,** and we have the basic drawn position.

If it is White to play, he quickly puts the opponent in *zugzwang*: **1 Bb4+ Ke6 2 Kc7 Kd5 3 Ba3.**

The knight is also badly placed at b7, since then White wins by 1 Bb4+ Kc6 2 Bc5.

Conclusion: *for a successful defence in such situations, the defender must endeavour to deploy his knight as far away as possible from the opposing king.*

In the position obtained by moving No. 10 two files to the left, White to play wins rather differently.
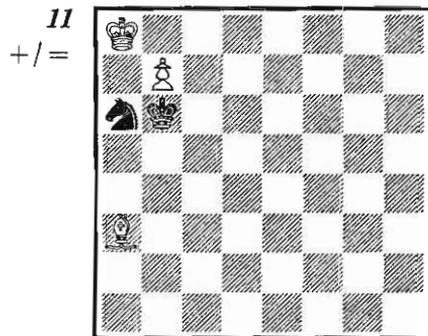
11. The win is achieved by **1 Bd6! Kc6 2 Ka7 Kb5 3 Bc7** etc. With Black to move, he draws as in No. 10.

We will now examine a curious position, which demonstrates the exceptional case of the pawn queening, but the defender nevertheless succeeding in drawing.

Brenev, 1934
(conclusion of a study)
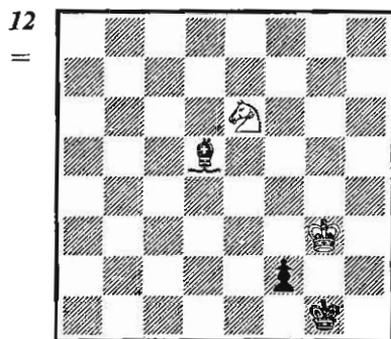
12. It seems time for White to resign, but there follows **1 Nf4! f1=Q** (1 ... Be6 2 Ne2+ Kf1 3 Nf4 Bf5 4 Kf3! with a draw) **2 Nh3+ Kh1 3 Nf2+**, and Black cannot avoid perpetual check.

If the pawn is on the 6th rank, the defender's drawing chances are significantly improved.

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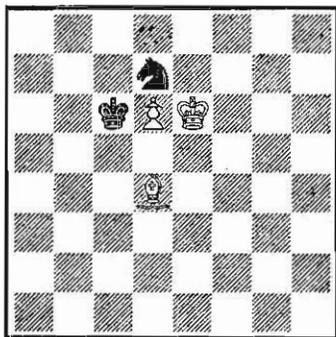
13. This same position, only moved one rank up the board, was lost for Black irrespective of the turn to move. But here we have an elementary draw, since the knight cannot be deprived of all its squares. Moving this position two files to the right or left does not affect the result, but if it is moved three files to the right it will again be lost for Black.

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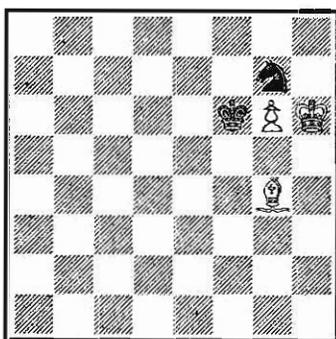
14. The number of squares available to the knight is reduced, and White to move is able to create an immediate *zugzwang* position by **1 Bd7.**

With Black to move the win is slightly more difficult: **1 ... Ne8 2 Bd7 Ng7 3 Kh7 Nh5 4 Bg4 Ng7 5 Bh3 Nh5 6 Kh6 Ng7** (6 ... Nf4 7 g7 Kf7 8 Kh7 etc.) **7 Bd7**, and wins.

We will examine a few more positions with a knight's pawn.

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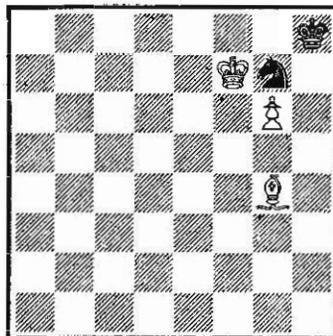
15. The knight is cramped, but White is unable to win, since the black king is stalemated, and both **1 ... Nf5** and **1 ... Nh5** are possible.

But if the white pieces change places, in the resulting position, No. **16,** Black loses his knight.

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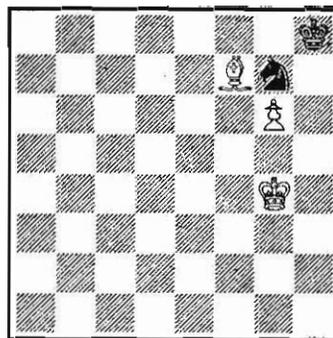
Having made the acquaintance of No. 16, it is not difficult to solve the following study.

17. Black is threatening 1 ... Kg7, a move which White must do everything possible to prevent.

1 Kc5 Nc7 (2 Kc6 was threatened) **2 Kd6 Ne8+ 3 Ke7!** (But why not 3 Kd7? Analysis shows that Black draws after 3 ... Ng7 4 Bg6

Zakhodyakin, 1931
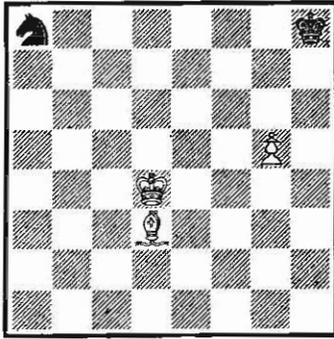
Kg8 5 Ke7 Kh8 6 Kf7 Nf5!) 3 ... Ng7
(3 ... Nc7 4 Kf7 Nd5 5 g6).

White has managed to prevent the opposing king from occupying g7. Now he must set up position 16, and by accurate play he is able to do this.

4 Bg6 Kg8 5 Bf7+ Kh7 6 Kf6 Kh8 7 Ke5
(not 7 Kg6 Ne6!) **7 ... Kh7 8 Ke4! Kh8
9 Kf4 Kh7 10 Kg4 Kh8 11 g6**, and we have position 16.

The following study shows an interesting drawing possibility.

Prokes, 1946
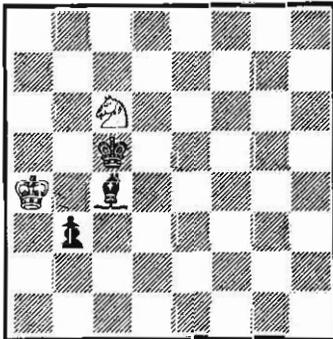
18. It appears that the pawn cannot be caught, but there follows **1 Na5 b2 2 Nb3+
B×b3+ 3 Ka3!! b1=Q(R).** Stalemate!

19. This position is obtained by moving No. 10 one rank down the board. Here White is unable to win.
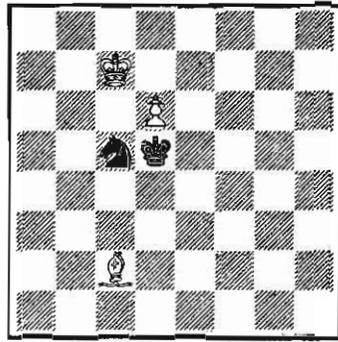
With White to move: **1 Bb3+ Ke5 2 Bc4**
(2 Kc6 N×b3 3 d7 Nd4+ and 4 ... Ne6)
**2 ... Kd4 3 Bf7 Na6+ 4 Kc6 Nb8+ 5 Kc7
Na6+ 6 Kb6 Nb8** etc.

Black to play immediately gives perpetual check: **1 ... Na6+.**

Let us now move the knight to b6.
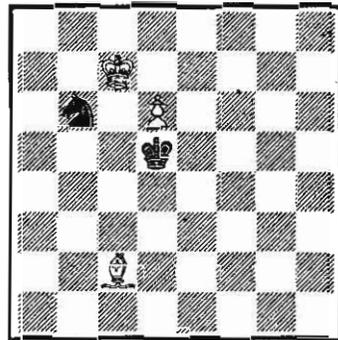
20. This changes the evaluation. White to move is able to put the opponent in *zugzwang*:
1 Be4+ Ke5 2 Kc6 Ke6 3 Bf5+ Ke5 4 Bh3
etc.

The same happens if the knight is at b8:
1 Bb3+ Kc5(e5) 2 Bc4. The knight has too few squares on which to manoeuvre.

In position 19, instead of **1 ... Na6+
2 Kd7 Nb8+** with perpetual check, Black could have played **1 ... Ne6+ 2 Kd7 Nf8+**, which is less strong, but is also good enough to draw. Let us consider the position after White plays 3 Ke7.

from **Mandeleil**, 1938
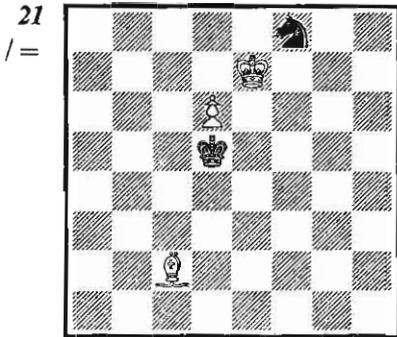
21. Black has to play very exactly.

1 ... Kc6! (the only move, since he loses after 1 ... Kc5 2 Be4! or 1 ... Ke5 2 Be4! Ne6 3 d7) **2 Ba4+ Kc5 3 Be8 Kd5 4 Bf7+ Kc6 5 Bh5 Kc5!** Again the only move. 5 ... Kd5 would have lost to 6 Bf3+ Kc5 7 Be4.

Here the knight is less well placed at f6, since the white king has greater scope.

from **Bron**, 1955
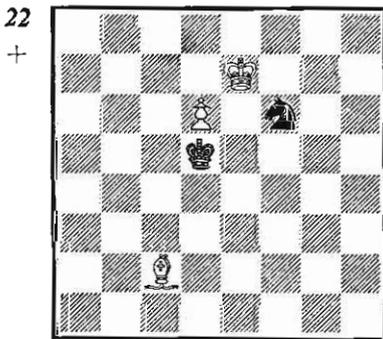
22. White manages to cripple the knight, without allowing the formation of the previous position.

1 Bb3+ Kc5 2 Be6 Kc6 3 Bc4 Kc5 4 Bb3! Kc6 5 Ke6! Nh7 (5 ... Kc5 6 Bd5! Nh7 comes to the same thing) **6 Bd5+ Kc5 7 Ke7 Nf6** (7 ... Nf8 8 Be4) **8 Bf3 Ng8+ 9 Ke6 Nf6 10 Be4!**, and Black is in *zugzwang*.

An interesting procedure for driving away the king is shown in the following example, which differs from No.22 only by the slightly different position of the black king.

from **Bron**, 1955
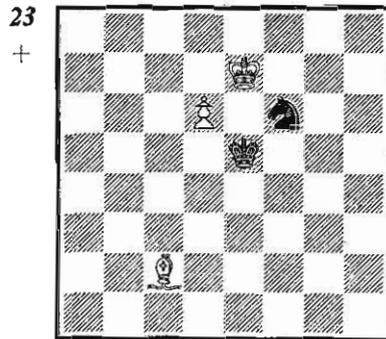
23. **1 Bb3! Kf5 2 Bf7 Kg5** (forced, 2 ... Ke5 being bad because of 3 Be6) **3 Be6 Kg6 4 Kf8! Nh7+** (weaker is 4 ... Kh6 5 Kf7 Kg5 6 Bh3 etc.) **5 Ke8! Nf6+ 6 Ke7.**

By king manoeuvres White has succeeded in giving his opponent the move.

6 ... Kg7 7 Bf7 Ng4! (Black's last resource, which is easily parried) **8 Bd5 Ne5** (or 8 ... Nf6 9 Be4! Ng8+ 10 Ke6 Nf6 11 Bf5 etc.) **9 Be4 Kg8 10 Ke6 Nf7 11 d7**, and White wins (cf. example 4)*.
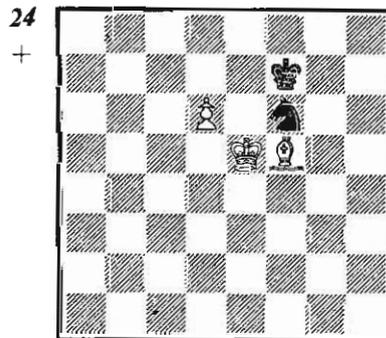
24. Black to play loses immediately: **1 ... Ne8** or **1 ... Nh5** is met by **2 Bg6+!**, and **1 ... Kg7** by **2 Ke6.**

* Subsequently we will give in brackets only the number of a diagram to which reference is made.

White to play succeeds in driving away the knight: **1 Be6+** (if 1 Bh3 or 1 Bc8, then 1 ... Ne8! 2 d7 Ke7 with a draw) **1 ... Kg6 2 Bc8 Kg7** (2 ... Kf7 3 Bf5 etc.) **3 Bh3! Kg6 4 Ke6 Kg7** (4 ... Ne4 5 Bf5+) **5 Bf5** etc.

Moving a position with a central pawn one file to the left reduces the defensive resources and can reflect on the evaluation, since the knight does not always have sufficient scope for manoeuvre.

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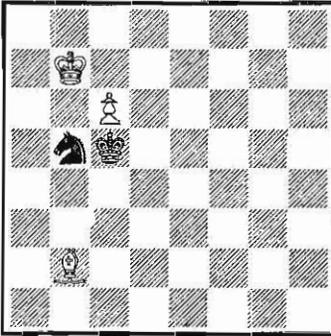
25. In contrast to example 19, the result here depends on the turn to move. White to play can put his opponent in *zugzwang*: **1 Be5! Kd5 2 Kb6 Kc4** (or 2 ... Na7 3 c7 Nc8+ 4 Kb7 Ne7 5 Bf6 Nf5 6 Kb8 Nd6 7 Be7) **3 Bf6 Kb4 4 Bh4 Kc4** (4 ... Nc3 5 Be1) **5 Be1 Nd6 6 c7 Kd5 7 Bb4** etc.

Black to play can successfully regroup: **1 ... Nd6+! 2 Kc7 Nb5+ 3 Kd7 Kd5**, and White's attempt to return his king to b7 does not succeed, e.g.: **4 Bc1 Kc5 5 Be3+ Kd5 6 Bf2 Ke5 7 Kc8 Kd5 8 Kb7 Nd6+ 9 Kc7 Nc4!** with a draw.

The evaluation of the following position also differs from that of No.21.

26. Here, in comparison with position 21, the decisive role is played by the fact that the bishop has sufficient scope on the K-side.

With Black to move: **1 ... Kb6 2 Be5 Kc5 3 Bc3! Kb6 4 Ba5+ Kb5 5 Bd8 Kc5 6 Bh4 Kb5 7 Bg5!** (the bishop had insufficient space for this waiting move in example 21) **7 ... Kc5 8 Be3+ Kd5 9 Bd4 Nd6 10 c7**, and wins.

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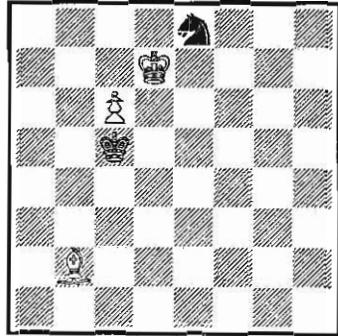
White to play wins more quickly by **1 Bc3 Kb6 2 Ba5+** etc.

Thanks to the fact that his bishop has greater manoeuvring possibilities than in position 24, White wins more simply in the following example.

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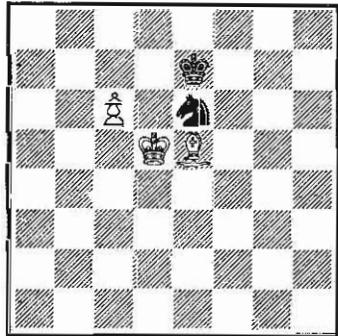
27. 1 Bg3! (but not 1 Bh2? Nd8 2 c7 Kd7 with a draw) **1 ... Kf7 2 Bh2! Ke7 3 Be5 Kf7 4 Kd6** etc.

In positions such as No.19, only with a knight's pawn, the defender's chances are roughly the same as with a bishop's pawn.

28. Black to play succeeds in regrouping to a basic drawn position: **1 ... Nc6+ 2 Kb7 Na5+ 3 Kc7 Kc5 4 Be6 Kb5 5 Bd7+ Kc5 6 Be8 Kb4!**, and if **7 Kb8**, trying to play the king to a6 and to drive away the knight, then **7 ... Nc4 8 b7 Na5(d6).**

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out that the advance of the pawn leads merely to a drawn position with the pawn on the 6th rank.

Position 30 is a typical example.

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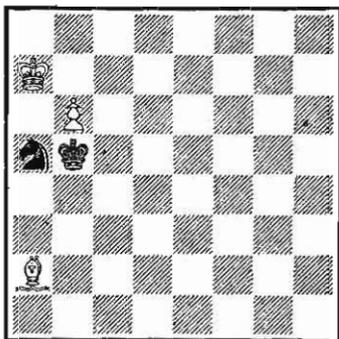
White to play wins by **1 Bd5 Kc5 2 Ka6 Kb4 3 Be6 Ka4** (3 ... Nc6 4 b7 Kc5 5 Bh3 Kd6 6 Kb6 leads to position 4) **4 Bg4 Kb4 5 Bd1! Nc6 6 b7.**

In the following position White wins exactly as in No. 26.

29

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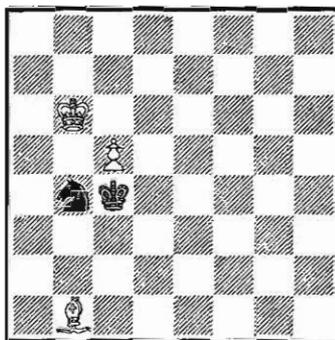
30. This position is obtained by moving No. 25 one rank down the board. Here White to play can no longer win: **1 Be4 Kd4 2 Kb5 Na2!** (simpler than 2 ... Kc3 3 Bg6 Kb3 4 Bh5 Kc3 5 Bd1 Nd5 6 c6 Kd4 7 Bb3 Ne7 8 c7 Nc8! 9 Kc6 Na7+! 10 Kb6 Nc8+, or 9 Be6 Ne7, with a draw), and **3 c6** fails to **3 ... Nc3+** and **4 ... N×e4.**

But if example 30 is moved one file to the left, the resulting position will be lost for Black.

29. For example, with Black to move: **1 ... Ka6 2 Bf7 Kb5 3 Be8+ Ka5 4 Bd7 Ka6 5 Bf5 Ka5 6 Bg4 Kb5 7 Be2+ Kc5 8 Bc4 Nc6 9 b7** etc.

With the pawn on the 5th rank winning positions become exceptional.

If the square in front of the pawn is inaccessible to the bishop, for the defender to draw it is sufficient for him to control this square with king and knight, since here there are no zugzwang positions (the bishop cannot take all the squares away from the knight), and the pawn is securely blockaded.

If the square in front of the pawn can be attacked by the bishop, in many cases it turns

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31. 1 Bd4 Kc4 2 Ka5 Kb3 3 Bf6 Ka3 (the immediate 3 ... Nc5 comes to the same thing) **4 Bg5 Kb3 5 Bc1 Nc5 6 b6 Kc4 7 Ba3 Nd7 8 b7 Kd4 9 Kb5 Kd5 10 Bc1 Kd6 11 Bf4+ Kd5 12 Bg3 Ke6 13 Kc6 Ke7 14 Kc7 Ke6 15 Bd6!,** and White wins.

If the pawn has not yet advanced beyond the 4th rank, there can be winning chances only if the opposing pieces are badly placed, and in particular if the defending king is a long way from the pawn. In this case the result will depend upon whether or not the defender can set up a drawn position on one of the subsequent ranks.

Kasparian, 1958

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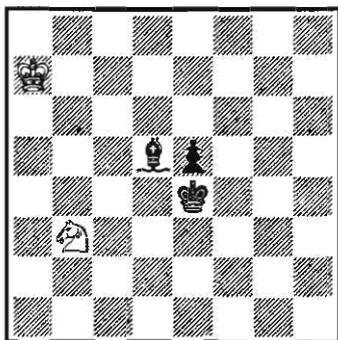
32. White's pieces are disunited, and his king is a long way from the pawn.

But in order to queen his pawn, Black needs time. White's problem is to bring up his king in time, and to unite his pieces in the battle against the pawn. From the preceding analysis it is clear that the pawn must be stopped no later than on the 3rd rank.

The placing of the pieces suggests that White should aim for a position in which his king attacks the pawn from behind, and the knight halts it from in front. Such a position is No. 21.

Thus White can draw if he succeeds in setting up position 21 (with colours reversed). Let us attempt to do this.

The plan is clear. The knight must be placed at c1, and the king transferred to f4, e4 or f3. Since his knight is attacked, White must play **1 Nc1! Ke3** (threatening 2 ... Kd2, therefore the king must be brought up) **2 Kb6 Kd2 3 Kc5 Bg8 4 Kd6 e4 5 Ke5 e3 6 Ke4!,** and we reach position 21 with colours reversed.

The composer of the study thought that **1 Nc5+ Kd4 2 Kb6** would not work because of **2 ... Kc4!,** when White is in *zugzwang* and must allow the further advance of the pawn, for example: **3 Nd7 e4 4 Ne5+ Kd4 5 Ng4 Be6 6 Nh2 Bh3! 7 Kc6 Kd3 8 Kc5 e3 9 Nf3 e2,** and Black wins.

But it was established by viewers of Soviet Television's *Chess School* that instead of 5 Ng4 correct is **5 Ng6! e3 6 Nf4 Bc4 7 Nh3!,** and if **7 ... e2,** then **8 Ng1!,** while otherwise White again establishes his knight at g1, with an even simpler drawn position.

In 1977 **Kasparian** published a new variation on this theme:

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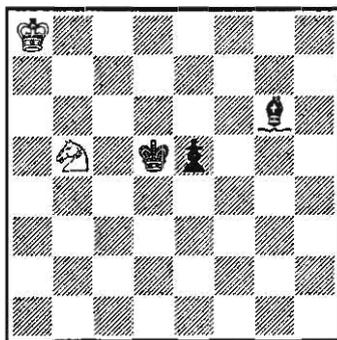
33. The solution is: **1 Kb7! Bd3 2 Nc3+ Kd4 3 Na2! e4** (3 ... Kc4 4 Kc6 e4 5 Nc1! Kc3 6 Kd5 Kb2 7 Ne2!, with a draw) **4 Kc6 Bc4 5 Nc1 Kc3 6 Kd6! Kd2 7 Ke5 e3 8 Ke4!** etc.

Of course, it is not always that a drawn position can be set up.

34. After **1 Kg5 Ng2 2 f5 Kc5 3 f6 Kd6** White does not play 4 Kg6 Nf4+ 5 Kg7 Ne6+ 6 Kf7 Nd8+ with a draw, but **4 Kh6!** Now on 4 ... Nf4 there follows 5 f7 Ke7 6 Kg7 Ne6+ 7 Kg8, and wins. Therefore Black plays **4 ... Ne3,** and if 5 f7 Ke7 6 Kg7 Nf5+ with a draw, but there follows **5 Kg6 Nd5** (5 ... Ke6 6 Bd3 Ng2 7 Bf5+ Kd6 8 f7 Nf4+ 9 Kh7) **6 f7 Nf4+ 7 Kg7 Ne6+ 8 Kg8,** and White wins.

Marwitz, 1948

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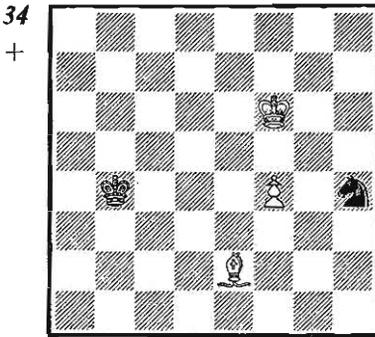
We have seen repeatedly that, to battle successfully against the pawn, the king and knight must unite their actions. If co-ordination between the pieces cannot be achieved, the stronger side is normally able to queen his pawn.

Blandford, 1950

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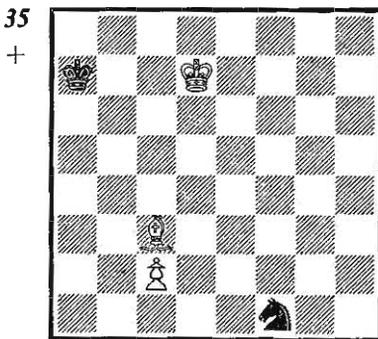
35. Despite the fact that his pawn is on its initial square, White is able to win.

1 Bd4+ Ka8 (an attempt to play for stalemate) **2 c4 Nd2 3 c5 Nb3 4 c6! Na5 5 c7 Nc6! 6 c8=R+!**, and wins.

We have seen that, the closer the pawn is to the edge of the board, the more difficult things are for the knight. The rook's pawn is the most dangerous, and therefore we will make a special study of such positions.

The best defensive procedure is to blockade the pawn with the king, although it is important that the knight should not be deprived of its mobility.

The following is a typical example.

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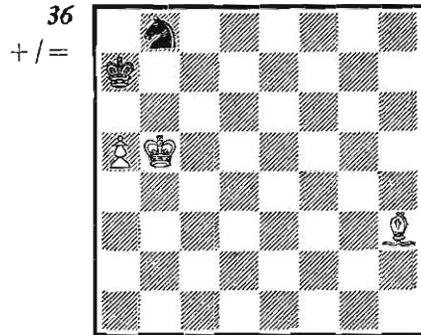
36. The black pieces appear to be actively preventing the pawn's advance, and Black to play does indeed draw easily by **1 ... Kb7** or **1 ... Na6**, as well as by the clever **1 ... Nc6**. But if it is White to move, by **1 Bc8** he puts Black in *zugzwang*, and wins.

If the defender has been unable to blockade the pawn with his king, the result will mainly depend on how far advanced the pawn is.

With his pawn on the 7th rank the stronger side usually wins.

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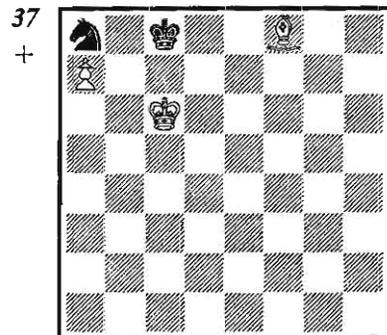
37. White wins by the standard method: **1 Bb4 Nc7 2 Bc3 Na8 3 Ba5 Nc7 4 Kb6 Na8+ 5 Ka6 Kd7 6 Kb7** etc.

38. This example shows the only drawing possibility. Black to move gives perpetual check: **1 ... Nd7+ 2 Kc8 Nb6+ 3 Kb8 Nd7+**.

White to play wins in the usual way, by driving away the knight: **1 Be6! Kc5 2 Kb7 Kb5 3 Bf7 Kc5 4 Be8** etc.

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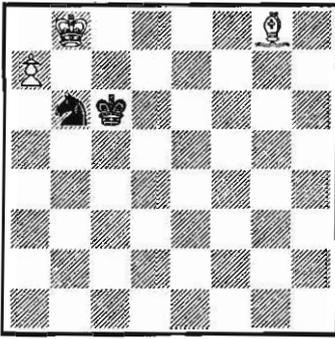
With a pawn on the 7th rank there is one exception, when the side with the bishop is not only unable to win, but is even forced to defend.

Richter, 1910

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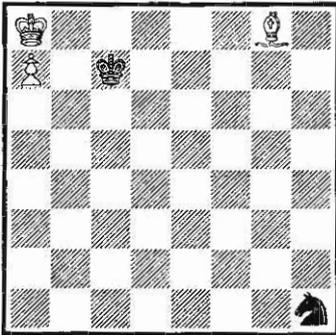
39. White's king has fallen into a trap, and he must try to prevent the knight from reaching b6. Since White is not able to control this square, he must prevent the knight from going to one of the five squares which is a knight move away from b6. These are a4, c4, d5, d7 and c8. It is not difficult to guess that we have here a typical example of corresponding squares. White must manoeuvre with his bishop such that, whenever the knight threatens to reach one of these critical squares, he is able to defend it.

Let us try to determine how the bishop should be manoeuvred.

If the knight is at e7, threatening to go either to c8 or to d5, the bishop must be at e6 or b7. If the knight is at f6, the bishop must

be at e6 or c6. Thus we have established that the squares corresponding to e7 are e6 and b7, and those corresponding to f6 are e6 and c6. Continuing the analysis, we obtain the results in the table.

Knight	Bishop
e7	e6, b7
f6	e6, c6
d6	e6, a6
c5	from a4 to e8
e5	e6, b5
c3	b3, c6
e3	from a2 to g8
b2	b3, b5
a5, a3, b4, d2, f4	from a2 to g8

From the table it is apparent that to each knight move the bishop has at least two correct replies. This shows that White's task is not a difficult one.

Now, on the basis of the table, we will try to establish the simplest way for White to manoeuvre. It is easy to see that, apart from the case when the knight is at c5, one of the required squares is always on the a2–g8 diagonal. Only when the knight is at c5 should the bishop switch to the neighbouring a4–e8 diagonal. So that it is always possible to do this, the bishop should manoeuvre on the squares b3–f7. In addition, when manoeuvring along the diagonal, the bishop should not occupy e6 or b3 until the knight occupies one of the corresponding squares. We reach the conclusion that the bishop should manoeuvre between the squares c4, d5 and f7. Now let us consider a possible continuation.

As long as the knight is some distance away, any first move is possible, for example **1 Be6 Nf2,** but then White must play accurately: **2 Bf7 Nd3 3 Bc4 Nc5 4 Bb5! Ne4 5 Bc4 Nd6 6 Be6 Nb5 7 Bc4 Nc3 8 Bb3!** etc.

When the pawn is on the 6th rank Black acquires drawing chances.
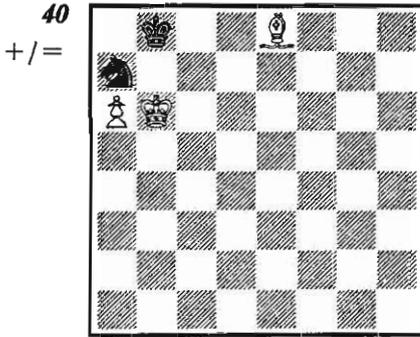
40. In this position, where the square in front of the pawn is inaccessible to the bishop, the result depends on the turn to move.

White to play wins by **1 Bd7 Ka8 2 Kc7** (this is simpler than 2 Be6 Kb8 3 Bf5 Ka8 4 Be4+ Kb8 5 Bb7, when Black is in *zugzwang*), when the knight is lost.

But if it is Black to move, after **1 ... Nc8+ 2 Kc6 Ka7!** the draw is obvious.

The following example is typical of the case where the square in front of the pawn can be attacked by the bishop.

Averbakh, 1958
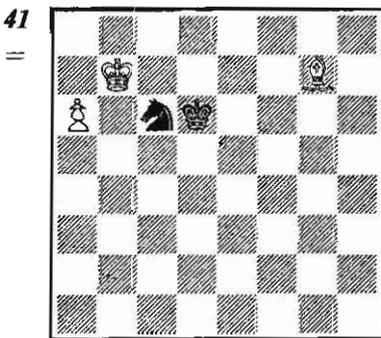
41. After **1 Be5+** Black is faced with a difficult choice. The bishop is immune, but where should he move his king: to c5, d5 or d7? We will analyze each of these continuations:

a) **1 ... Kd7 2 Bc7** (Black appears to be in *zugzwang*, but he finds the one good reply) **2 ... Na7! 3 Bf4 Nc6!** (he loses after 3 ... Nb5 4 Kb6, or 3 ... Nc8 4 Bg3 Kd8 5 Bh4+ Kd7 6 Be7!) **4 Kb6 Ne7 5 Bg3** (if immediately 5 Bc1, then 5 ... Nc8+ 6 Kb7 Nd6+ 7 Kb8 Nb5, and White has achieved little) **5 ... Nc6 6 Be1 Kc8! 7 Bg3 Kd7** etc.

Thus by moving his king to d7 Black draws. But what if his king goes to c5 or d5?

b) 1 ... Kc5 2 Bc7 Kd5 (clearly, *2 ... Kb5* loses immediately to *3 Bb6*, when Black is in *zugzwang*) 3 Kb6 Ne7! 4 Bg3 Nc6 5 Bf4! Ne7 6 Bc1 (had White played *5 Be1* instead of *5 Bf4*, Black would have drawn by *5 ... Kd6* and *6 ... Kd7*, as we already know; but now on *6 ... Kd6* there follows *7 Ba3+* and *8 B×e7*) 6 ... Nc8+ 7 Kc7 Nd6 (or *7 ... Kc5 8 Ba3+ Kb5 9 Kb7 Ka5 10 Bf8! Kb5 11 Bb4!*, and White achieves his aim) 8 Ba3 Nb5+ 9 Kb6 Kc4 10 Bf8, and White wins.

c) 1 ... Kd5 2 Kb6! (the only move to win; after *2 Bc7 Kc5 3 Bb6+ Kb5* it is White who is in *zugzwang*, while *3 Bf4 Kb5 4 Bd2 Nd8+ 5 Ka7 Nc6+* allows perpetual check) 2 ... Ne7 3 Bb2! Nc6 (*3 ... Nc8+ 4 Kc7* is considered in variation 'b') 4 Ba3, and wins.

We can conclude: if the pawn is a rook's pawn, and the square in front of it can be attacked by the bishop, in order to draw the defender should aim for the horizontal opposition of the kings (b7–d7).
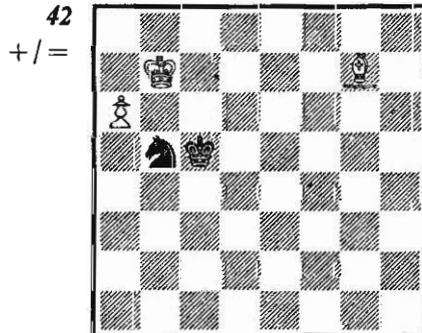
42. This position is obtained by moving example 38 down the board by one rank.

Here too Black to move draws by **1 ... Nd6+ 2 Kc7 Nb5+ 3 Kc8 Kb6.**

If it is White to move, he wins by **1 Be5! Kb4 2 Kb6 Kc4 3 Bf4 Kb4 4 Bg5 Kc4** (4 ... Nd6 5 Be7) **5 Be7.**

With a rook's pawn on the 5th rank and the square in front of it inaccessible to the bishop, the rule made for all other pawns will hold: to draw it is sufficient to control the square in front of the pawn with both pieces.
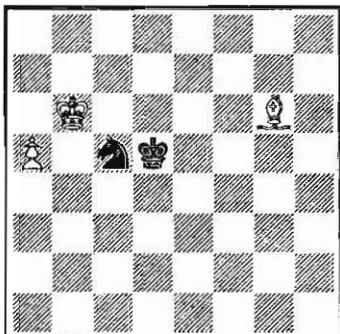
43. This position is obtained by moving example 41 one rank down the board. The plan which worked there is no longer possible: on 1 Be4+ there follows 1 ... N×e4 2 a6 Nd6 3 a7 Nc8+. Therefore White plays **1 Be8.** It is clear that 1 ... Kd6 will now draw, as in example 41. Let us see what happens if Black plays differently:

a) **1 ... Kc4 2 Bc6 Kd4** (after 2 ... Kb4 3 Bb5! we have a typical *zugzwang* position, and White wins, e.g. 3 ... Ne4 4 a6 Nd6 5 Bd7 Nc4+ 6 Kc7 etc.) **3 Kb5 Ne6! 4 Bg2 Nc5 5 Bf3 Ne6 6 Bh5 Nc7+!** (if 6 ... Nc5, then 7 Bf7! Ne4 8 a6 Nd6+ 9 Kc6 Nc8 10 Be6 Na7+ 11 Kb6, and wins) **7 Kc6 Kc4! 8 Bf7+ Kb4 9 Kb6 Na8+ 10 Ka6 Nc7+,** and Black gives perpetual check.

b) **1 ... Kd4 2 Bf7 Nd7+** (not 2 ... Na4+ 3 Kb5 Nc5 4 Bg8, when Black is powerless to stop the pawn) **3 Kc6 Nb8+!** (3 ... Nc5 loses to 4 Kb5 etc.) **4 Kb5** (nothing is achieved by 4 Kb7 Kc5! 5 Be8 Kb4 6 Kb6 Kc4 7 Bf7+ Kb4 8 Be6 Ka4, when White is unable to improve his position) **4 ... Kc3.**

Black's system of defence is very simple. When the white king attacks his knight, his king must attack the pawn. Therefore he must keep his king close to the pawn.

White is unable to win. For example, on **5 Be6** Black can even play 5 ... **Kb2 6 Kb6 Ka3 7 Kb7 Kb4** etc.

We reach the interesting conclusion that against a rook's pawn on the 5th rank there are several types of drawn position.
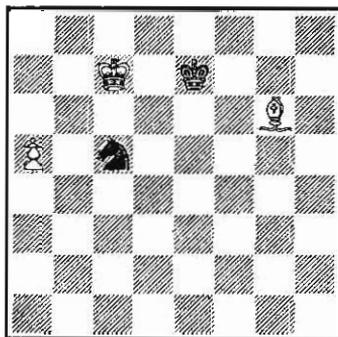
44. Here, due to the remote position of his king, Black is unable to set up a drawn position. For example:

1 ... Na6+.

Or 1 ... Ke6 2 Kc6 Na6 3 Bd3! Nb4+ 4 Kb5 N×d3 (4 ... Nd5 5 Bc4) 5 a6 Nf4 6 a7 Nd5 7 Kc6, and White wins.

2 Kb6 Nb8! (the strongest, White's task being simplified by 2 ... Nb4 3 Be4! Kd7 4 Kb5 Na2 5 a6 Nc3+ 6 Ka5, when the pawn queens) **3 Kb7 Nd7 4 Bf5! Nc5+ 5 Kc6! Na6 6 Kb6! Nb4** (6 ... Nb8 7 Kb7) **7 Be4! Kd7 8 Kb5 Na2 9 a6 Nc3+ 10 Ka5,** and White wins.

If the defender is not able to stop the pawn on the 5th rank, the result will depend upon whether or not he is able to obtain a drawn position on the 6th or 7th rank. We will consider one such example.

45. The composer's plan was **1 Be5,** when the following two continuations are possible:

a) 1...Ng4 2 Bg3 Nf6 3 a6 Kc8 4 Kc5 Nd7+ (4 ... Ne4+ 5 Kc6 N×g3 6 a7) 5 Kb5 Nf6

Sevitov, 1937

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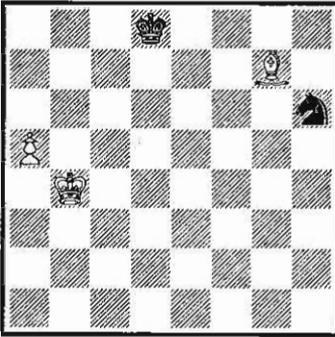
6 Kc6 Ne8 7 a7 Nc7 8 Be1, and White wins (37).

b) 1 ... Nf5 2 a6 Ne7 3 Kc5 Nc8 (Black has managed temporarily to stop the pawn, but a draw is possible here only with the knight at c6 and the king at d7) 4 Kc6 Na7+ 5 Kb7 Nc8 (5 ... *Nb5 6 Kb6*) 6 Bf6+ Kd7 7 Be7!, and wins.

However, readers of the magazine *Shakh-maty v SSSR* found that against accurate defence by Black there is no win. The correct continuation is:

c) **1 ... Nf7! 2 Bf4 Kd7! 3 Kc5 Nd8! 4 a6 Nc6 5 Kb6 Ne7 6 Kb7 Nc6 7 Bc7 Na7!**, with a draw as in example 41.

Fischer—Taimanov
Vancouver, 1971

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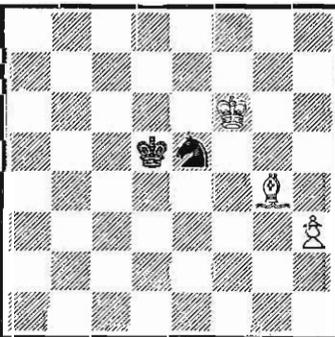
46. It appears that Black should have little difficulty in gaining a draw. He has to achieve a drawn position such as No. 41 or No. 43.

Moreover, it is important that in certain cases he can give up his knight to reach h8 with his king.

Possible, for example, is **1 ... Kd6 2 Be2** (2 Bc8 Nf3 3 Bb7 Nh4 4 Kg5 Ke7 5 K×h4 Kf6) **2 ... Nd7+ 3 Kf7 Ne5+** (even simpler is 3 ... Ke5 4 h4 Nf6) **4 Kg7 Ke7 5 h4 Nd7 6 h5 Nf6 7 h6 Ne8+ 8 Kg6 Nf6** etc.

There is also another way: **1 ... Nd3 2 h4 Nf4 3 Kf5 Kd6** etc.

But Black played the incorrect 1 ... Ke4?, and after 2 Bc8! it transpired that on 2 ... Nf3 there follows 3 Bb7+ Kf4 4 B×f3 K×f3 5 Kg5, and on 2 ... Nd3—3 Bf5+. Black had to play 2 ... Kf4 3 h4 Nf3 4 h5 Ng5, but 5 Bf5 Nf3 6 h6 Ng5 7 Kg6 led to *zugzwang* and to defeat.

from Bledow, 1843*

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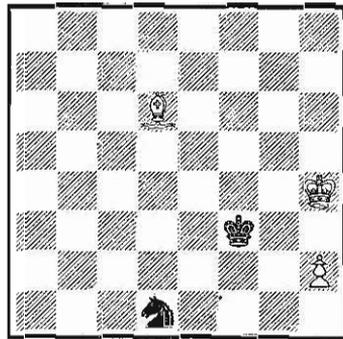
47. Here, owing to the unfortunate placing of his pieces, Black is unable to prevent the advance and queening of the pawn, although it is in its initial position.

1 Kg5 Nf2 2 h4! Ne4+ 3 Kg6 N×d6 (3 ... Nf2 4 h5 Ng4 5 Kg5 etc.) **4 h5 Nc4 5 h6 Ne5+ 6 Kg7**, and White wins.

* Bledow has the pawn at h3.

1.2 KNIGHT AND PAWN AGAINST BISHOP

In the struggle against a passed pawn a bishop is much stronger than a knight.

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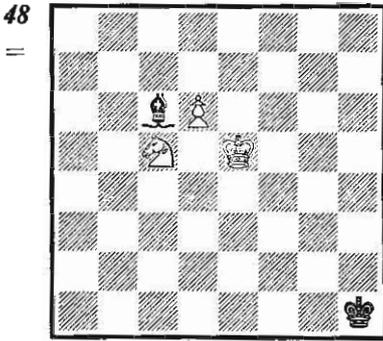
48. Black's king is far away, and the bishop on its own must prevent the advance of the pawn.

To win White must either drive the bishop off the a4–e8 diagonal, or attempt to block the diagonal. It turns out that neither is possible.

Even without the help of his king, Black can prevent the advance of the pawn. For example: **1 Ke6 Bb5 2 Ke7 Bc6 3 Kd8 Bb5 4 Kc7 Kg1 5 Nd3 Kh1 6 Ne5 Be8!** (7 Nc6 was threatened) **7 Nd7 Kg1 8 Kd8 Bg6 9 Ke7 Bf5** (White has evicted the bishop from one diagonal, but it has switched to another, even longer one) **10 Nc5 Bc8! 11 Nd7 Kh1 12 Kd8 Ba6 13 Kc7 Bb5 14 Ne5 Be8!** etc.

In positions **49** and **50** Black is again able to prevent the advance of the pawn without using his king.

Thus there is a whole series of drawn positions in which the defender, with his bishop alone and without the help of his king, can prevent the advance and queening of the pawn.

The characteristic feature of all these positions is that the diagonal on which the bishop stands has not less than five squares, and the knight and king can deprive it of only four.
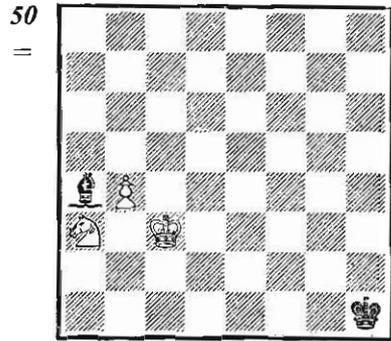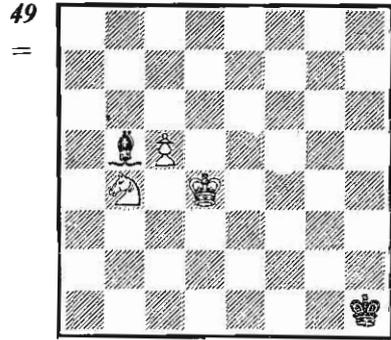
For rapid orientation and calculation we offer the following rule: *if the white pawn has not yet crossed the boundary outlined by b4–c5–d6–e5–f4–g3 for a white-squared bishop, or b3–c4–d5–e6–f5–g4 for a black-squared bishop* (**51** and **52**), *and the bishop controls the square in front of the pawn, the game is drawn, even if the black king is unable to support the bishop.*

51

For a white-squared bishop

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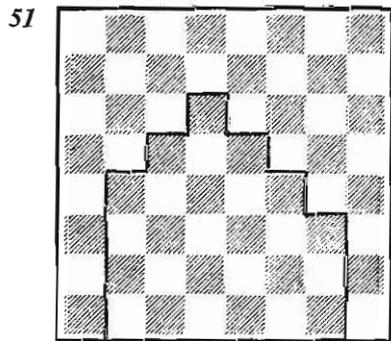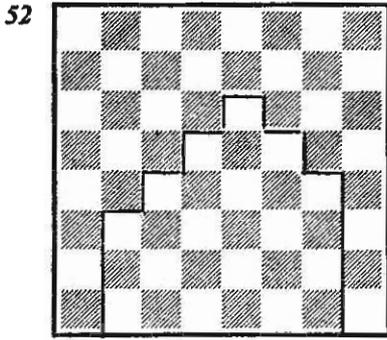
For a black-squared bishop

If the bishop does not control the square in front of the pawn, the rule, of course, does not apply.

Dimentberg, 1949

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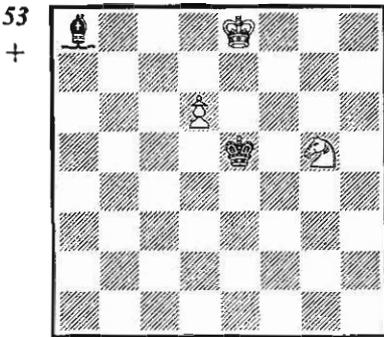
53. Here the pawn has not yet crossed the indicated boundary, but White is able to win. After **1 Kd7** he threatens 2 Kc7 and 3 d7. On the forced **1 ... Kd5** there follows **2 Kc7 Bc6 3 Ne4!**, when Black is in *zugzwang* and loses.

It is useful to note that, if position 53 is moved one file to right, the black bishop acquires an extra square and there will be no *zugzwang*.

The black king in position 53 was playing a double role. It defended the bishop, but simultaneously hindered it, since the bishop could not move from c6 due to a fork.

It is logical to assume that there may be other positions where the king prevents the bishop from fulfilling its task. Consider the following one.

Horwitz & Kling, 1851*
(from a study)

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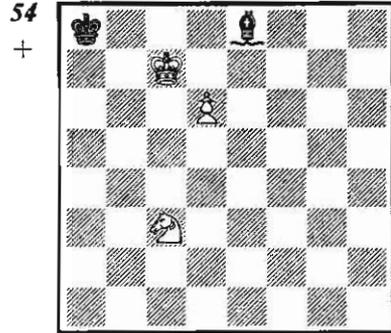
54. Due to the unfortunate position of his king, after **1 Nd5 Ka7** (1 ... Bb5 2 Nb4 Be8 3 Nc6) **2 Nb4 Ka8 3 Nc6** Black gets into *zugzwang* and loses.

The following study is a development of Horwitz and Kling's idea.

Kalinin, 1975

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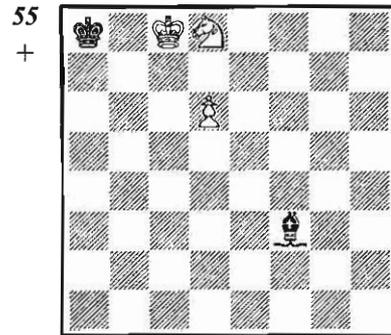
55. 1 Ne6 Bc6 (1 ... Bg4 2 Kd7 and 3 Ke7) **2 Nd4 Be8** (2 ... Bg2 3 Kd7! Bh3+ 4 Ne6 Bf1 5 Kc6) **3 Kd8 Ba4 4 Kc7 Be8 5 Nc6** etc.

* The study had the following position: Kc7, Nb1, Pd6–Ka8, Ba4 (with flanks reversed). The solution: 1 Nc3 Be8 2 Nd5 etc. But Chéron showed that after 1 ... Bb5! Black is able to draw, e.g. 2 Nd5 Ka7 3 Nb4 Be8 4 Nc6+ Ka6, and the king escapes from the corner.

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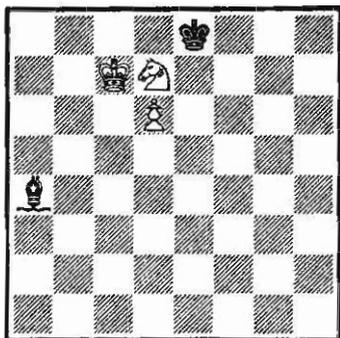
56. White plays **1 Ne5** (or 1 Nb8), and it transpires that the black king prevents the bishop from carrying out its functions. After **1 ... Bb5 2 Nc6** White wins. Therefore the reservation must be made that *the rule is completely valid only for those positions where the bishop controls the square in front of the pawn, and the black king does not interfere with it.*

We will now turn to a systematic study of positions where the pawn has already crossed the boundary (51 and 52).

Averbakh, 1958

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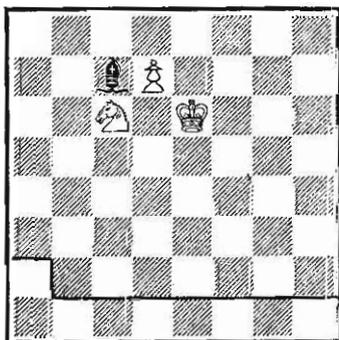
57. The bishop has only four free squares, of which two (d8 and a5) are controlled by the knight.

In order to drive away the bishop, it must be deprived of two further squares (b6 and c7) This can be done by taking the king along the route d5–c5–b5–a6–b7.

The result will depend on the position of the black king. If he can prevent White's

manoeuvre, Black will draw, if not, he will lose.

Let us consider various positions of the black king.

With the king at **a1** or **b1** it is obvious that the march of the opposing king to b7 cannot be prevented.

If the black king is at **c1,** the march of the white king leads only to a draw. For example : 1 Kd5 Kd2 2 Kc4 Ke3 3 Kb5 Ke4 4 Ka6 Kd5 5 Kb7 Kd6 etc.

But White has an alternative way of attacking the bishop. He wins by 1 Ke7, for example :

a) 1 ... Kd2 2 Nd4! Ke3 3 Ne6 Bg3 4 Ke8 Bh4 5 Nf8 Ke4 6 Ng6 and 7 Ne7.

b) 1 ... Kb2 2 Nd4! Ba5 3 Ne6 Bb4+ (*3 ... Kc3 4 Kd6 Bb4+ 5 Nc5 Ba5 6 Nb7 Bb6 7 Kc6*) 4 Kf6! Bc3+ 5 Kf5 Ba5 6 Ke4 Kb3 7 Kd5, followed by 8 Kc6 and 9 Nc7.

White wins in exactly the same way, by 1 Ke7 followed by 2 Nd4 and 3 Ne6, when the black king is on any square from **d1** to **h1.**

With the king at **a2** after 1 Kd5 Ka3, (*2 ... Kb3 3 Nd4+* followed by *4 Ne6 5 Kc6 and 6 Nc7,* blocking the diagonal) 2 Kc4! Ka4 3 Kc5 Black ends up in *zugzwang* and is forced to allow the white king through to b7.

It should be noted that 1 Ke7? leads only to a draw, for example : 1 ... Kb3! 2 Nd4+ Kc4 3 Ne6 Ba5 4 Kd6 Bb4+. By reaching c4 the black king prevents Ne6–c5.

With his king at **b2,** after 1 Kd5 Black should play 1 ... Kc3! (but not *1 ... Kb3 2 Nd4+ and 3 Ne6, or 1 ... Ka3 2 Kc4! Ka4 3 Kc5!,* and in both cases White wins) 2 Kc5 Kd3! 3 Kb5 Ke4! 4 Ka6 Kd5 5 Kb7 Kd6, with a draw.

On 1 Ke7 Black plays 1 ... Kc3 2 Nd8 Kc4, and draws by controlling c5, as already examined.

With the king at **h2** it is again a draw: 1 Ke7 Kg3! 2 Nd4 Kg4 3 Ne6 Ba5 (*3 ... Bg3? 4 Ke8 Bh4 5 Nd4!* followed by *6 Nc6*

and *7 Ne7*) 4 Kd6 Kf5! 5 Nc7 Bb4+! 6 Kc6 Be7, or 1 Kd5 Kg3 2 Kc5 Kf4 3 Kb5 Ke4 4 Ka6 Kd5 5 Kb7 Kd6.

We will also consider the position of the king at **a3**: 1 Kd5 Bb6! (the only move; Black loses after *1 ... Ka4 2 Kc5*, or *1 ... Kb3 2 Nd4+* and *3 Ne6*) 2 Kc4 Ka4!, and it is White who is in *zugzwang*. Similarly, nothing is achieved by 2 Nd4! Bd8! Again the only move. Black loses after 2 ... Ka4 3 Ne6 Kb5 4 Kd6.

We have succeeded in determining the zone for Black's king, inside of which he is guaranteed against defeat.

No.57 is a reference position for many other positions with the most varied piece arrangements.

Fine, 1941
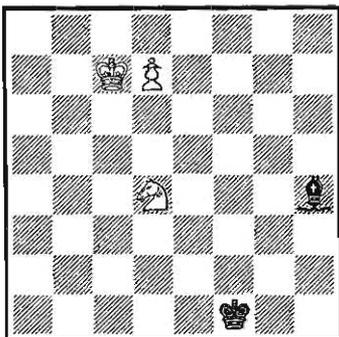
58. After **1 Nc6 Kf2 2 Kd6** Black is forced to play **2 ... Bg3+**, since the move considered by Fine, 2 ... Ke3, loses immediately to 3 Ne7 Bg3+ 4 Kc6. Where should White move his king? Knowing position 57 we easily find **3 Kc5!**, after which both 3 ... Bh4 4 Kd5 Ke3 5 Ke6, and 3 ... Bc7 4 Kb5 Ke3 5 Ka6 Ke4 6 Kb7 lead to a quick win.

Instead of 3 Kc5, there is a more complicated win by 3 Ke7 Ke3! 4 Ne5!! (but not *4 Nd8 Ke4! 5 Ne6 Bh4+*, with a draw) 4 ... Ke4 5 Ke8 Bh4 6 Nc6 (or *6 Ng6*) and 7 Ne7.

The following three studies are elaborations on the already familiar *zugzwang* position.

Halberstadt, 1936
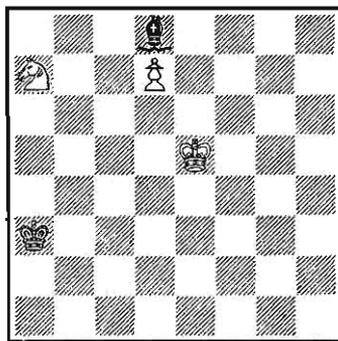
59. 1 Kd5 Ba5 (1 ... Ka4 2 Nc6! Bb6 3 Kc4!, or 2 ... Bc7 3 Kc5) **2 Nb5+ Kb4 3 Nd4 Ka4 4 Nc6 Bb6** (4 ... Bc7 5 Kc5) **5 Kc4,** and wins.

Halberstadt, 1936
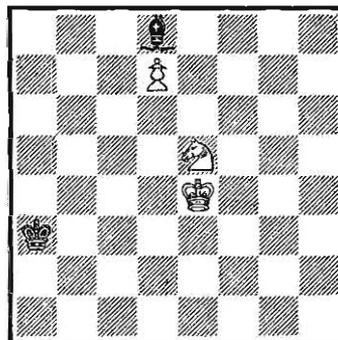
60. 1 Nc6 Bc7 2 Nd4 Ba5 (2 ... Bd8 3 Kd5 Ka4 4 Nc6 Bc7 5 Kc5!, or 4 ... Bb6 5 Kc4!) **3 Ne6 Ka4 4 Ke5! Bc3+ 5 Kf5 Ba5 6 Ke4! Kb4 7 Kd4 Kb5 8 Kd5 Bb6 9 Kd6 Ba5 10 Nc7+,** and wins.

61. 1 Nf6 Bg6 2 Kf1! Kh2 3 Kf2 Kh3 4 Kf3 Kh4 5 Kf4, or 1 ... Bf7 2 Kf2! Kh2 3 Kf3 Kh3 4 Kf4 Kh4 5 Kf5, or, finally, 1 ... Ba4 2 Kd2! Kg2 3 Kc3 Kf3 4 Kb4 Bc6 5 Kc5 Ba4 6 Kd6 and 7 Nd7.

Košek

61
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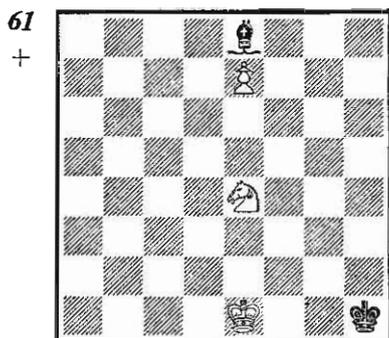
Let us now move position 57 one file to the left.

Averbakh, 1958

62
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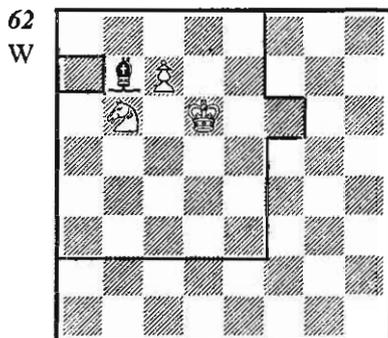
Draw only if the black king is inside the zone

62. Here the bishop has only three free squares, and so it is to be expected that White will have better winning chances.

White threatens to play 1 Kd7 followed by 2 Na4 and 3 Nc5, driving away the bishop, or else 1 Na4, 2 Nc5, followed by 3 Ke7, 4 Kd8 and 5 Nd7, blocking off the bishop from c8.

In order to maintain the balance, Black must use his king to prevent this regrouping. The boundary indicates the zone within which the black king can do this. 1 Kd7 is prevented if the king is at **e8**, when White is indeed unable to win. For example: 1 Ke6 Ba6!

We will check a few further positions of the black king:

a) **Kf7:** 1 Kd7 Kf6 2 Na4 Ke5 3 Nc5 Bf3 4 Kd8 Bg4 5 Nd7+, and White wins.

b) **Kf6:** 1 Kd7 Ke5! 2 Na4 Kd5, and 3 Nc5 is not possible! Or 1 Nd7+ Kf7 2 Nc5 Bc8, again with a draw.

c) **Kf5:** 1 Nd7! Bc8 2 Ke7 followed by 3 Kd8 and 4 Nc5, winning.

d) **Kf3:** 1 Na4 Ke3 2 Nc5 Bc8 3 Ke7 Kd4 4 Kd8 Bg4 5 Nd7, and White wins.

e) **Ka3:** 1 Nd7 Kb4 2 Nc5 Bc8 3 Kc6 Ka5 4 Nd7 Ka6, or 1 Kc5 Kb3! (*1 ... Ba6? 2 Nc4+ Ka4 3 Nd6 Ka5 4 Kc6 Kb4 5 Kb6*) 2 Nc4 Bc8!, with a draw.

f) **Ka7:** 1 Nd7 Ba6 2 Nc5 Bc8 3 Ke7 Kb6 4 Kd8, and wins.

Having studied the method of play in position 62, it is not difficult to solve the following study.

Mugnos, 1941
(whit flanks reversed)

63
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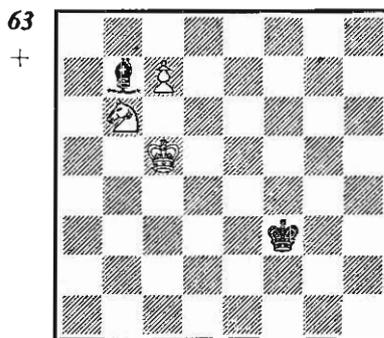
63. It is clear that 1 Kd6 does not achieve anything, since by 1 ... Ke4 or 1 ... Ke3 the black king enters the zone (62). White's problem is to drive away the bishop, while preventing up to a certain time the approach of the black king.

1 Nc4 Bc8 2 Kd5! Now the following variations are possible:

a) **2 ... Kf4 3 Kc6 Kf3** (or 3 ... Kg5 4 Nb6 Ba6 5 Kd7 Kf5 6 Na4 Ke5 7 Nc5 Be2 8 Kd8

Bg4 9 Nd7+) **4 Nb6 Ba6 5 Nd7 Ke3** (the king attempts to attack c5, but this does not succeed) **6 Nc5 Bc8 7 Kd5! Bh3 8 Kd6 Bc8 9 Ke7 Kd4 10 Kd8,** and White wins.

b) **2 ... Bb7+ 3 Ke6!** (it is important to leave d6 for the knight) **3 ... Bc8+** (3 ... Kf4 4 Nd6 Ba6 5 Kd5 Ke3 6 Kc6 and 7 Nb7) **4 Ke7* Ba6 5 Nd6 Kf4 6 Kd7 Be2** (6 ... Ke5 7 Kc6 Ke6 8 Nb7) **7 Nc4! Bg4+ 8 Kd8 Ke4 9 Nb6** and **10 Nd7,** winning.

It remains to check whether or not Black can immediately bring up his king to c5.

c) **2 ... Ke2 3 Nd6!** (3 Nb6? Bb7+ 4 Kd6 Kd3 leads only to a draw) **3 ... Bg4 4 Ne4 Bc8** (4 ... Kd3 5 Nf2+) **5 Nc5 Ke3 6 Ke5! Kd2 7 Kd6 Kc3 8 Ke7 Kc4 9 Kd8,** and wins.

Horwitz & Kling, 1851
(with flanks reversed)
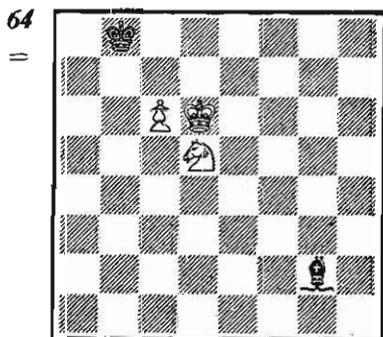
win or draw?

64. Black cannot prevent c6–c7, and the entire battle will rage around the move c7–c8. The composers of the position thought that after **1 Kd7! Ka7 2 c7 Bh3+ 3 Kd8 Kb7** White would succeed in blocking the diagonal by **4 Nf4! Bf5** (4 ... Bg4 5 Nd3, or 5 Ng6, followed by 6 Ne5 and 7 Nd7) **5 Ng6! Bh3**

* The brief solution of the study, given in M. Czerniak's book on the endgame (Buenos Aires, 1941) terminates at this point. In fact things are still by no means simple, and so we have decided to give a fuller solution. The subsequent variations are our own.

6 Ne5 and 7 Nd7. But in 1927 R. Bianketti showed that Black can save the position by **2 ... Bf1! 3 Kd8 Ba6,** when, as is clear from example 62, Black's king is inside the drawing zone and controls c5. After **4 Nf6 Kb6! 5 Nd7+ Kb5!** the draw is completely obvious.

In the following study on attempt is made to synthesize the idea of Horwitz & Kling with that of Biancetti.

Kalinin, 1974
(with flanks reversed)
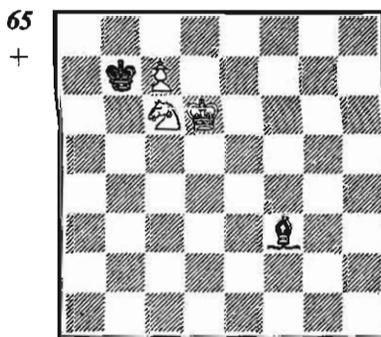
65. 1 Na5+ Kc8 2 Nc4! Kb7 (no better is 2 ... Bg4 3 Kc6 Bf3+ 4 Kb6) **3 Kd7 Ka7.**

Defence "à la Bianketti". If 3 ... Bg4+ 4 Kd8 Kc6, then 5 Ne5+.

4 Nb2!! (an exceptionally subtle move; if now 4 ... Kb6, then 5 Na4+ Kb5 6 Nc5! Bg4+ 7 Ne6, and the pawn queens) **4 ... Bg2 5 Kd8 Bh3 6 Nc4 Kb7 7 Ne5,** or **5 ... Bb7 6 Na4** and **7 Nc5.**

Averbakh, 1958
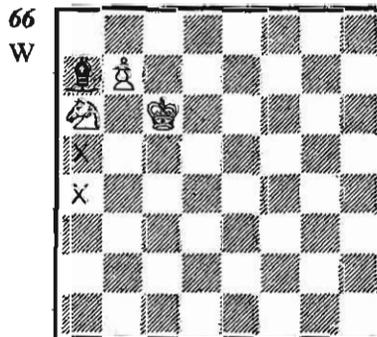
Draw only with the black king at a4 or a5

66. This position, obtained by moving example 62 one file to the left, will be even worse for Black. White threatens to play 1 Kd7 2 Kc8, 3 Nc7 and 4 Nb5, driving away the bishop, or 1 Nc7, 2 Nb5, 3 Kb6, 4 Nc7 and 5 Na6, driving away the bishop, and then 6 Nc7, blocking its diagonal.

Black is not saved by having his king at **d8**, since after 1 Kd6! he is in *zugzwang*, and is forced to allow the white king in at c7. After 1 ... Ke8 2 Kc7 Ke7 3 Nb4 Bf2 4 Kc8 Bg3 5 Na6 White wins.

With other positions of the black king:

a) **Ka3:** 1 Nc7 Kb4 2 Nb5 Bb8 3 Kb6! Kc4 4 Nc7 Kd4 5 Na6 Bf4 6 Nc7 (it is the same with the king at **b3, d3** or **c4**), and wins.

b) **Kd4:** 1 Nc7 Ke5 2 Kd7 Bb8 3 Kc8 Ba7 4 Nb5, and White wins.

c) **Ke6:** 1 Nc7+ Ke7 2 Nb5 Bb8 3 Kb6 Kd8 does not work, but a win results from 1 Kc7! Kd5 2 Nb4+ Kc4 3 Nc6 Be3 4 Ne5+.

Only with his king at **a4** or **a5** does Black draw, e.g. (with his king at a4): 1 Nc7 Ka5 2 Nb5 Bb8, or 1 Kc7 Kb5 2 Nb8 Be3 3 Nc6 Bf4+.

We have examined the basic positions with pawns on the 7th rank, with the exception of the rook's pawn. In the main the result depends on the position of the black king.

The closer the pawn is to the edge of the board, the more restricted the bishop is, and the greater the stronger side's winning chances

We will now turn to a study of positions with pawns on the 6th rank.

We have already established that a d- or e-pawn on the 6th rank can be stopped by a bishop without the help of its king. We will therefore begin our analysis with the bishop's pawn.

67. White threatens by Na3-c4 to drive away the bishop and win. Black can hold the position if he can prevent the knight from reaching c4. This makes it easy to find the boundary of the drawing zone, as the reader himself can check. We will consider only the

Averbakh, 1958

67
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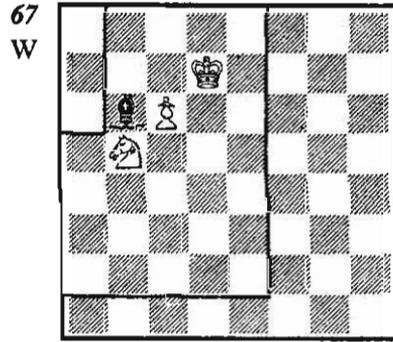
Draw only if the black king is inside the zone

positions of the black king at **a8** and **b8**. In the first case White has a study-like win: 1 Kc8! Bc5! (*1 ... Ba5 2 Nd6 Ka7 3 Nc4 Be1 4 Kd7 Bg3 5 Nd6*) 2 Na3! Bd6 (*2 ... B×a3 3 Kd7*) 3 Kd7 Bf4 4 Nb5 Bb8 5 Ke7 Bf4 6 Nd6 Kb8 7 Kd7 B×d6 8 K×d6 Kc8 9 c7.

With his king at **b8** Black gains a draw, e.g.: 1 Na3 Ba5! 2 Nc4 Bc7 3 Nd6 Ba5.

Averbakh, 1958

68
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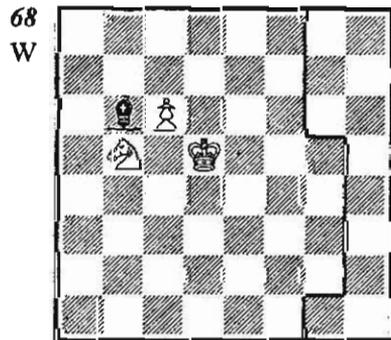
Draw only if the black king is inside the zone

68. Now it is not difficult to make an analysis of this position. White threatens by Kd6-d7 to transpose to position 67. We will consider some possible positions of the black king:

a) **Kg8:** 1 Kd6 Kf7 2 Kd7, and wins (67).

b) **Kg7:** 1 Ke6! Kg6 2 Kd7, and wins.

c) **Kg6:** 1 Ke6! Kg5 2 Kd7, and wins, but not 1 Kd6 Kf5 2 Na3 Ke4 3 Nc4 Bd8 4 Kd7 Kd5, with a draw.

d) **Kg5:** 1 Kd6 Kf4 2 Na3 Ke4 3 Nc4 Bd8 4 Kd7 Kd5, or 1 Ke5 Ba5, with a draw. From **g4, g3** and **g2** the king also succeeds in reaching d5.

e) **Kg1:** 1 Kd6 Kf2 2 Na3 Kf3 3 Nc4 Bd8 4 Kd7, winning.

f) **Kf6:** 1 Kd6 Kf5 2 Na3 Ke4 3 Nc4 Bd8 4 Kd7 Kd5, with a draw.

g) **Kf8:** 1 Nd6! Bc7 2 Ke6 Bb8 3 Kd7 Kg7 4 Ne8+ Kg6 5 Nc7 Kf5! 6 Kc8 Ba7 7 Nb5 Bb6 8 Kd7 Ke5, with a draw.

Thus the drawing zone is defined. Black maintains the balance if he can control c4 with his king, or else reach b8, c8, d8 or e8.

Apart from positions 67 and 68, two further characteristic positions are possible with a pawn at c6.

Let us check a few positions of the black king:

a) **Ka2:** 1 Nd4 Ka3 2 Ne6 Ba5 3 Ka6 Kb4, with a draw.

Reaching a4 or b4 with the king guarantees a draw, and hence moving the black king to one of these squares saves the position when it starts at **b2, c2** or **d2.** Only from e2 is the king powerless to prevent the winning manoeuvre.

b) **Kf3:** Only a draw results from 1 Nd4+? Ke4 2 Ne6 Ba5 3 Ka6 Kd5. White wins by transposing into position 67: 1 Nd6! Kf4 2 Kc8 Ba5 3 Kd7 followed by 4 Nc4. White also wins by 1 Nd6 with the king at **f4.**

With the king on the squares **g5–g8,** White wins by the immediate transposition into position 67 by 1 Kc8.

With the king at **f5** this plan does not work, for example: 1 Kc8 Bb6 2 Kd7 Ke5! 3 Nd6 Kd5.

Averbakh, 1958

Draw only if the black king is inside the zone

Averbakh, 1958

Draw only if the black king is inside the zone
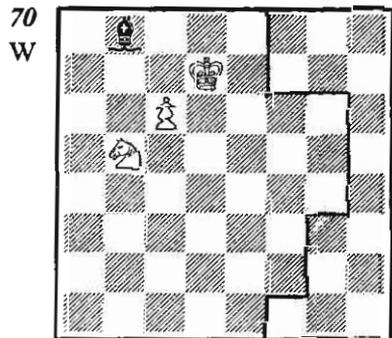
69. Here we have a somewhat different deployment of the white king and black bishop. White threatens 1 Nd4, 2 Ne6 and 3 Ka6, driving the bishop off the a5–d8 diagonal. The line indicates the boundary of the zone, within which the black king must be to prevent this manoeuvre.

70. Here the bishop is most favourably placed. However, if the black king cannot come to its help, White will drive the bishop onto less favourable squares by 1 Nc7 followed by 2 Kc8, and on 2 ... Ba7 there follows 3 Nb5 Bb6, after which he can transpose into position 67 or 68 by 4 Kd7 or 4 Kb7. If 1 ... Ba7, then 2 Na6 Bb6 3 Nc5, followed by 4 Na4, 5 Nb2 and 6 Nc4.

Let us consider various positions of the black king:

a) **Kf8:** 1 Nc7 Kf7 2 Kc8 Ba7 3 Nb5 Bb6 4 Kd7, and the black king is outside the drawing zone (67).

b) **Kf7:** 1 Nc7 Kf6 2 Kc8 Ba7 3 Kb7 Bf2 4 Nd5+ and 5 c7, winning.

c) **Kf6:** 1 Nc7 Ke5 2 Na6 (*2 Kc8 Kd6*) 2 ... Bd6 3 Nc7 Bc5, with a draw.

d) **Kg6:** 1 Nc7 Kf5 2 Kc8 Ba7 3 Nb5 Bb6 4 Kd7 Ke5 (e4), with a draw. Black's king is inside the drawing zone (67). It is also a draw with the king at **g5** or **g4**.

e) **Kg3:** 1 Nc7 Kf4 2 Kc8 Ba7 3 Kb7 Bd4 4 Nd5+ and 5 c7, or 1 ... Kf3 2 Kc8 Ba7 3 Nb5 Bb6 4 Nd6!, winning.

f) **Kf3:** 1 Nc7 Ba7 2 Na6 Bb6 3 Nc5 Ke3 4 Na4 Ba5 5 Nb2 Kd4, with a draw.

g) **Kf2:** 1 Nc7 Ba7! 2 Na6 Bb6 3 Nc5 Ke3 4 Na4 Ba5 5 Nb2 Kd4, with a draw. Black loses after 1 ... Kf3? 2 Kc8 Ba7 3 Nb5 Bb6 4 Nd6.

h) **Kf1:** 1 Nc7 Ba7 2 Na6 Bb6 3 Nc5 Ke2 4 Na4 Ba5 5 Nb2 and 6 Nc4, winning.

i) **Ke1:** 1 Nc7 Ba7 2 Na6 Bb6 3 Nc5 Kd2! 4 Na4 Ba5 5 Nb2 Kc3, with a draw.

j) **Ka8:** 1 Ke7 Bf4 2 Nd6 Kb8 3 Kd7 B×d6 4 K×d6 Kc8 5 c7, and wins.

The diagram, as usual, indicates the zone inside which the black king must be to secure a draw.

Black draws whenever he is able to take control of c4.

From a comparison of positions 67, 69 and 70, it is easy to establish that the most favourable for Black is position 70, and the most unfavourable 67.

Positions 67–70 are *basic* ones, demonstrating the typical methods of attack and defence. Familiarity with them enables many others to be easily worked out. We will now turn to an examination of such positions.

71. White's problem is to obtain one of the basic positions with his king inside the drawing zone. A comparison of these positions

Chéron, 1950

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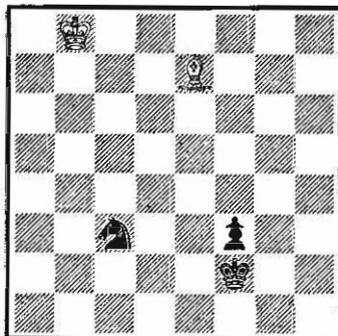
shows that he must obtain No.70, since there the drawing zone is the largest, and the white king is closest to it. Hence he must play **1 Bc5+! Ke2 2 Bg1,** and after **2 ... Nd1 3 Kc7!** he draws, since his king has entered the drawing zone.

Let us now check what happens if White plays 1 Bh4+. A comparison of diagrams 67 and 69 leads us to conclude that Black should play 1 ... Kg2!, since in this case the white king is further from the drawing zone.

Indeed, after 2 Kc7 Ne4 3 Be1 (otherwise *3 ... Ng3*) 3 ... Nc5 4 Kd6 Nd3 5 Bh4 Kh3 Black wins.

It remains for us to establish what happens after 1 ... Ke2? Then by 2 Kc7! Nd5+ 3 Kd6! Ne3 4 Ke5! White succeeds in drawing.

Prokop, 1952

72
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25
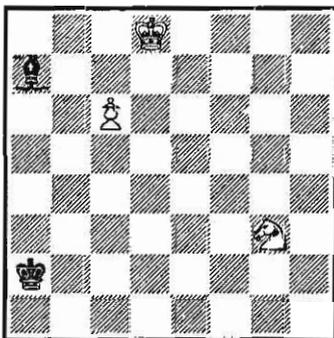
72. Black's king is inside the drawing zone, but for the moment his bishop is not controlling the square in front of the pawn. Black in fact is not able to do this, and White queens his pawn.

1 Kc7, and now:

a) **1 ... Bd4 2 Ne4!** (2 Nf5? Bc3 3 Nd6 Ba5+ 4 Kd7 Kb3) **2 ... Kb3 3 Nd6 Bc5** (3 ... Bc3 4 Kb6 Ka4 5 Nc4) **4 Nc8!** (a subtle move, which brings success) 4 ... **Bf2** (or 4 ... Bb4 5 Kb7! Be1 6 c7 Bg3 7 Nd6) **5 Kd7! Be1 6 c7 Ba5 7 Nb6,** and White wins.

b) **1 ... Be3 2 Ne2!** (2 Ne4? Kb3 3 Nd6 Bd2 4 Kb6 Ka4 5 Kb7 Ba5 6 Nc4 Bd8 7 Kc8 Kb5) **2 ... Bc5 3 Nc1+!** (3 Nc3+? Kb3 4 Ne4 Be3) **3 ... Ka3 4 Nd3 Bg1 5 Ne5! Bh2 6 Kd6,** and wins.

Košek

73.
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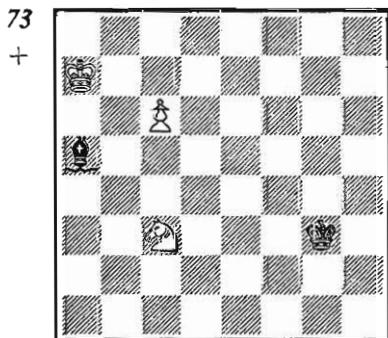
73. Black's king is not yet inside the drawing zone (67 and 69). To win, White must obtain one of these positions with the opposing king outside the zone. Black is threatening to play 1 ... Bc7, so that either 1 Nd5 or 1 Kb7 must be played.

After 1 Nd5 Bd8 2 Kb7 Kf3 3 Nc7 Ke4 4 Ne6 Ba5 5 Ka6 Kd5 a draw results (the king has arrived in time).

This means that White must play **1 Kb7,** when Black has a choice:

a) **1 ... Kg4 2 Nd5! Bd8** (the black king is ready to take control of e6, but White regroups) **3 Kc8! Bh4!** (forced; if 3 ... Ba5,

then 4 Ne3+ Kf3 5 Nc4 Be1 6 Kd7) **4 Ne3+! Kf3** (4 ... Kg5 5 Nf1 Be1 6 Kd7 Ba5 7 Ne3 and 8 Nc4) **5 Nf5! Be1 6 Kd7 Ba5 7 Nd6.**

Black tried to prevent the knight from reaching e6, but it went instead to c4. He can try to prevent it from reaching c4:

b) **1 ... Kf3 2 Na4! Bd8 3 Nc5!** (a new idea; the knight goes to e6) **3 ... Ke3 4 Ne6 Ba5 5 Ka6.**

Let us try waiting:

c) **1 ... Bd8 2 Kc8! Ba5** (transferring the bishop to the h2-b8 diagonal would lead to a draw, except that on 2 ... Bf6 or 2 ... Bg5 White wins by 3 Ne4+) **3 Ne4+ Kf4 4 Nd6,** and Black is powerless to prevent 5 Kd7 and 6 Nc4.

After a study of the typical positions 67–70, the following study seems elementary.

Košek, 1910

74.
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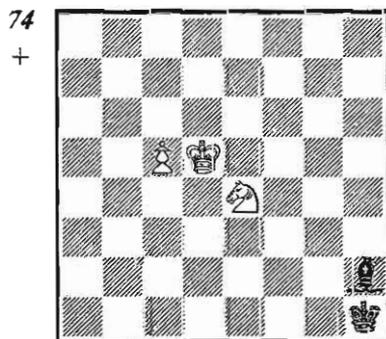
74. Events develop by force: **1 Nd6 Bg1 2 c6 Bb6 3 Ke6 Bc7** (totally bad is 3 ... Kg2 4 Kd7 and 5 Nc4) **4 Kd7 Bb8 5 Nb5,** and White wins, since the black king is outside the drawing zone (70).

Moving diagram 67 one file to the left, we obtain the *1st basic position* for a knight's pawn on the 6th rank.

75. Against a knight's pawn the bishop is even more restricted, and White's winning chances are improved. White threatens by Nc6-b4, or Nb3-c5, or, finally, Nc6-b8, to

Averbakh, 1958

75
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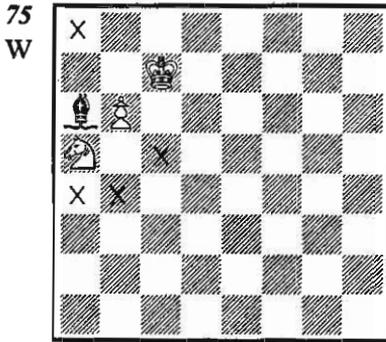
Draw only if the black king is on one of the squares marked by crosses

evict the bishop. We will consider a few positions of the black king:

a) **Ka3:** 1 Nc6 Ka4 2 Nb8 Bf1 3 b7 Bg2 4 Nc6, and wins.

b) **Kd4** or **Kd5:** 1 Nc6+ Kc5 2 Nb8 Bc8 3 Nd7+ B×d7 4 b7, and wins.

c) **Ka4:** 1 Nc6 Kb5 2 Nb8 Bc8 3 Nd7 Ba6, with a draw.

d) **Kb4:** 1 Nc6+ Kb5! 2 Nb8 Bc8 3 Nd7 Ba6, with a draw.

e) **Kb5:** 1 Nc6 (*zugzwang*) 1 ... Kc5 2 Nb8 Bc8 3 Nd7+, and wins.

After an examination of the remaining king positions, we conclude that Black draws only when his king is at a4, b4, c5 or a8.

Averbakh, 1958

76
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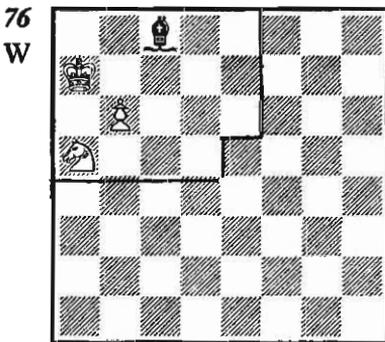
Draw only if the black king is inside the zone

76. This shows the *2nd basic position* for a knight's pawn on the 6th rank. White threatens both Nc6–e7 and Nc4–d6, as well as Kb8–c7, transposing into position 75. Let us consider, as usual, various positions of the black king:

a) **Kf8:** 1 Kb8! Ba6 2 Kc7 and wins (75). It is the same with the king at **f7, f6** or **f5**. With the king at **e8, e7** or **e6** Black draws after 1 Kb8 Kd7, e.g. 2 Nb7 Kc6.

b) **Ke5:** 1 Kb8 Ba6 2 Kc7 Kd5 3 Nc6, and wins (75).

c) **Kd5:** 1 Kb8 Kc5 2 Kc7 Ba6! with a draw, but not 2 ... Kb5 3 Nb7 Ka6 4 Nd6, when White wins.

d) **Kb4:** 1 Nc6+ Kb5 2 Ne7 Ba6 3 Nf5 Ka5 4 Nd6, winning.

The line indicates the drawing zone.

Averbakh, 1958

77
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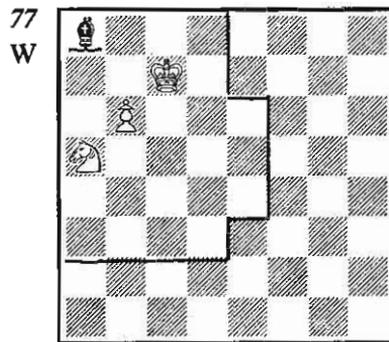
Draw only if the black king is inside the zone

77. This is the *3rd basic position*. White threatens by 1 Nb7 and 2 Kb8 to force the bishop to take on b7. With his king at **e6, e5** or **e4**, Black draws by reaching c6, for example: 1 Nb7 Kd5 2 Kb8 Kc6.

With his king at **a3, b3, c3** or **d3** Black maintains the balance by reaching b5 with his king: 1 Nb7 Kb4(c4) 2 Kb8 Kb5 3 Ka7 Kc6 4 Nd8+ Kb5, with a draw. With the king at **e3** this does not succeed: 1 Nb7 Kd4 2 Kb8, winning.

The line indicates the drawing zone.

A comparison of the three preceding positions shows that the most favourable for Black is No. 77, and the most unfavourable No. 75.

With a knight's pawn on the 6th rank there is one further important position to be considered.

Averbakh, 1958

78
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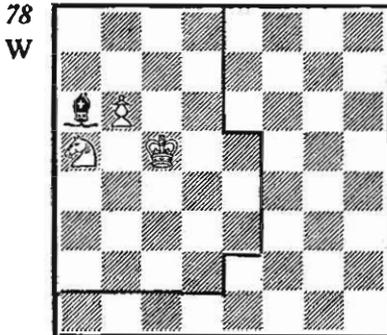
Draw only if the black king is inside the zone

78. Having familiarized ourselves with positions 75–77, it is not difficult to determine the drawing zone here.

With the king at **e8** White wins: 1 Nc6! Bb7 2 Kd6 Ba8 3 Kc7 Kf7 4 Nd8+ Kf6 5 Nb7 Ke5 6 Kb8.

It is the same with the king at **e7**: 1 Kc6 Kd8 2 Nb7+! Kc8 3 Nc5 Be2 4 b7+ Kb8 5 Nd7+.

With the king at **e6** White wins, but in a different way: 1 Kc6 Ke5 2 Kc7 Kd5 3 Nc6 (75).

With the king at **e5** it is a draw: 1 Kc6 Kd4 2 Kc7 Kc5, or 2 Nb3+ Ke5! 3 Kc7 (3 Nc5 Bc4) 3 ... Kd5 4 Na5 Kc5 5 Nc6 Kb5.

It is also a draw with the king at **e4** or **e3**, but with the king at **e2** White again wins: 1 Kc6 Kd3 2 Kc7 Kd4 3 Nc6+Kc5 4 Nb8 Bc8 5 Nd7+.

79. After the above analysis, the solving of this study is quite straightforward: **1 Nc6 Bf1 2 b6 Ba6 3 Kd6 Bb7 4 Kc7 Ba8 5 Na5 Kf2**, and

Košek, 1910

79
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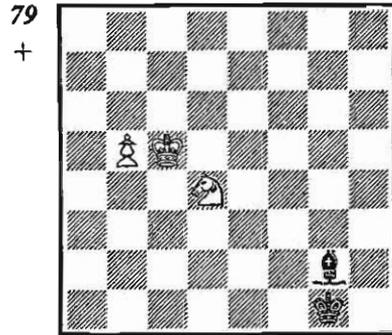
we have obtained position 77 with the black king outside the drawing zone. Also possible is 3 Na5, obtaining position 78, again with the king outside the zone. The dual solution can be removed if in the initial position the black king is at **f2**. All the same it cannot reach the drawing zone, but the solution becomes unique, since 3 Na5 fails to 3 ... Ke3, when the king enters the zone.

Chéron, 1952

80
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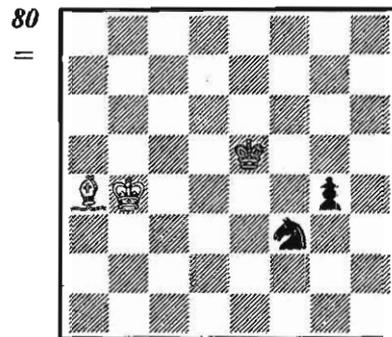
80. By exact play White obtains a position with his king inside the drawing zone: **1 Bd7! g4 2 Bh3 Nh4** (2 ... Kd4 3 Bg2 Nh4 4 Bh1 Ke3 5 Kc3 Kf2 6 Kd4 or 6 Kd3 with a draw, since the king is inside the zone—No. 77) **3 Kc5!** (a very subtle move; the king must approach from the rear—75) 3 ... **Ke4 4 Kd6 Kf3 5 Ke5! Ng6+ 6 Kd4!** (6 Kf5? Nf4 7 Bf1 Ng2 8 Kg5 Kf2 9 Bb5 Ne1 10 Bc6 Nf3+,

and Black wins) **6 ... Kf2** (6 ... Nf4 7 Bf5!)
7 Ke4 Nh4 8 Kf4!, and the king has reached
the necessary square (75). Had White played
3 Kc3 would have lost after 3 ... Ke4 4 Kd2
Kf3 5 Ke1 Ng2+ 6 Kf1 Nf4 7 Bd7 g2+.

Košek, 1904
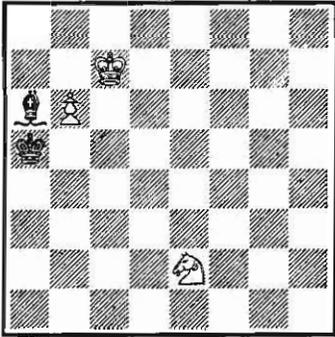
81. This study also reduces to positions we
have already studied: **1 Nd4 Ka4 2 Kb8 Kb4
3 Ka8! Ka4 4 Nc6 Bc8 5 Ka7 Kb5 6 Ne7 Ba6
7 Nf5 Ka5 8 Nd6,** and wins.

Black could have played 1 ... Bc8, and if
2 Nc6 Ka6 3 Nb8+, then 3 ... Kb5 4 Nd7
Ba6 5 Kb8 Kc6 6 Ka7 Bc8, with a draw. But
White wins by 3 Nd8! Ka5 4 Nb7+ Ka6
5 Nd6.

Košek, 1923
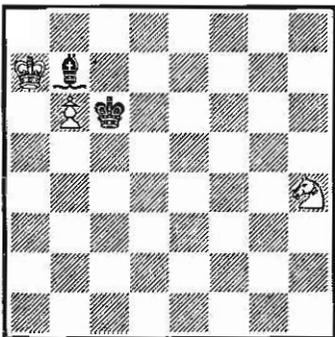
82. Here White is able to exploit the un-
fortunate position of the black pieces: **1 Nf5!
Ba8 2 Nd4+ Kc5 3 Ne6+ Kc6 4 Nc7 Bb7
5 Nd5!,** and wins.

In the following study White wins thanks
to the fact that the bishop is unable to attack
the square in front of the pawn, although the
black king is alongside.

Yakimchik, 1958
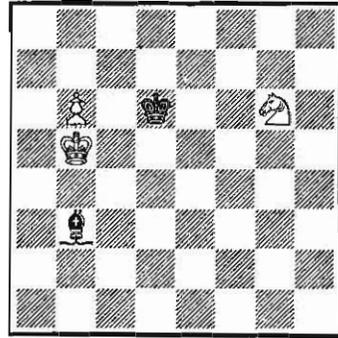
83. 1 Ne7! (1 Nf4? Bd1 2 Nd5 Be2+ 3 Ka5
Kc6) **1 ... Bd1** (1 ... Bc2 2 Nd5! Bd3+
3 Ka5 Kc6 4 Nb4+, winning) **2 Nf5+! Kd7
3 Nd4 Bg4** (3 ... Kc8 4 Ka6 Ba4 5 Ka7)
4 Ka6 Kd8 5 Nc6+, and White wins.

Let us now consider positions with the
pawn on the 5th rank. From diagrams 51 and
52 it is clear that the advance of a bishop's
pawn on the 5th rank can be prevented with-
out the help of the king. Therefore it remains
to consider positions with a knight's pawn.

Averbakh, 1958
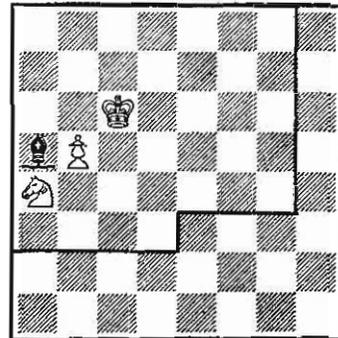
Draw only if the black king is inside the zone

84. White threatens by Nc5–b7 to evict the bishop and then to advance his pawn further. Let us see what the result will be for various positions of the black king:

a) **Kh8:** 1 Nc5 Kg7 2 Nb7 Be1 3 b6 Kf8 4 Nd6 Bf2 5 b7 Ba7 6 Nb5 Bb8 7 Kd7 and 8 Kc8, winning.

b) **Kg8:** 1 Nc5 Kf7 2 Nb7 Be1 3 b6 Ke7 4 Nd6 Bg3 5 Nb5 Kd8, with a draw. With the king at **g7, g6, g5** or **g4** the position is again a draw. The king succeeds in reaching e7 or d8, preventing the last blocking of the diagnal.

c) **Kg3:** 1 Nc5 Kf4 2 Nb7 Bc3 3 b6 Be5 4 Nd6 Bd4 5 b7 Ba7 6 Nb5 Bb8 7 Kd7 Ke4 8 Kc8 and 9 Nc7, winning. White wins similarly with the black king at **f3** or **e3**.

d) **Kd3:** 1 Nc5+ Kc4 2 Nb7 Bc7!, with a draw.

e) **Ka2:** 1 Nc5 Ka3 2 Nb7 Be1 3 b6 Ka4 4 Nd6 Bf2 5 b7 Ba7 6 Nb5 Bb8 7 Kb6!, and White wins as shown earlier (66).

Once again the drawing zone can be determined.
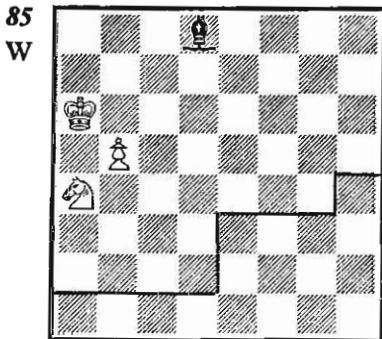
Draw only if the black king is inside the zone

85. Here the knight can drive the bishop off the a5–d8 diagonal by reaching e6.

We will again analyze various positions of the black king:

a) **Kh8:** 1 Nc5 Bc7 2 Ne6 Bg3 3 b6 Kg8 4 Nc7 Kf7 5 Kb5 Ke7 6 Kc6 Kd8, with a draw. The result is the same with the king at **h7, h6** or **h5**.

b) **Kh4:** 1 Nc5 Bc7 2 Ne6 Bg3 3 b6 Kg4 4 Kb5 Kf5 5 Nc7 Kf6 6 Kc6, and wins.

c) **Kg3:** 1 Nc5 Bc7 2 Ne6 Be5 3 b6 Kg4 4 Kb5, and wins.

d) **Kf3:** 1 Nc5 Bc7 2 Ne6 Bg3 3 b6 Ke4 4 Nc7 Kf5 5 Kb5 Kf6 6 Kc6, and wins. It is the same with the king at **e3**.

e) **Kd3:** 1 Nc5+ Kc4 2 Ne6 Bh4 3 b6 Bg3 4 Nc7 Kc5, with a draw.

f) **Kd2:** after 1 Nc5 the correct continuation is 1 ... Kc3! (*1 ... Bc7? loses to 2 Ne6 Bg3 3 b6 Kc3 4 Kb5*) 2 Ne6 Bh4 3 b6 Kb4! 4 b7 Bg3 5 Kb6 Bf2+ 6 Kc6 Ba7 7 Nc7 Ka5, with a draw. With the king at **a2** or **c2** it is again a draw, since the king has time to reach b4 and a5 (66).
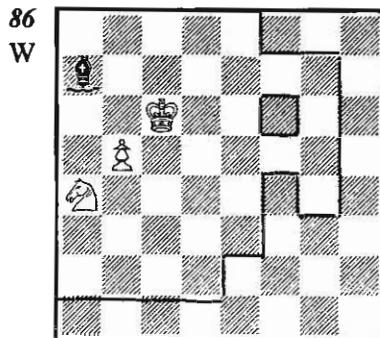
Draw only if the black king is inside the zone

86. White threatens 1 Nb6 and 2 Kb7, exchanging the bishop. If on 1 Nb6 Black plays 1 ... Bb8, then 2 Nc8 and 3 b7, transposing into familiar positions.

As usual, we consider various positions for the black king:

a) **Ka2:** 1 Nb6 Kb3 2 Kb7 Kb4 3 Ka6 Kc5 4 Nc8 Bb8 5 b6 Kc6, with a draw. It is the same with the king at **c2** or **d2**.

b) **Ka1:** 1 Nb6 Bb8 2 Nc8 Kb2 3 b6 Kc3 4 Kc5! (it is important not to allow the king's

approach!) 4 ... Kb3 5 b7 Ka4 6 Kb6 Kb4 7 Na7 Kc4 8 Nb5 Kd5 9 Nc7+ Ke5 10 Na6 Bd6 11 Nc7, and wins.

c) **Kb1:** 1 Nb6 Bb8 2 Nc8 Kc2 3 b6 Kd3 4 Nd6 Kd4 5 Nb5+ Ke5 6 Nc7, and wins. It is the same with the king on any square from **c1** to **h1.**

d) **Ke2:** 1 Nb6 Bb8 2 Nc8 Kd3 3 b6 Kc4 4 Ne7! *(4 b7? Kb4 5 Kb6 Bg3! 6 Ne7 Bf2+ 7 Kc6 Ba7,* with a draw) 4 ... Bg3 *(4 ... Kb4 5 Nd5+ Ka5 6 Nc7 Ka4 7 Na6 Bg3 8 b7* and wins)* 5 Nd5 Bf2 6 b7 Ba7 7 Nc7 Kb4 8 Nb5 Bb8 9 Kb6, and wins (66).

e) **Kf3:** 1 Nb6 Bb8 2 Nc8 Ke4 3 b6 Kd4 4 Nd6 Kc3 5 Nb5+ Kb4 6 Nc7 Ka5 7 Kb7, or 6 ... Ka4 7 Na6 Be5 8 b7 and 9 Nc7, winning.

f) **Ke3:** 1 Nb6 Kd4! 2 Kb7 Kc5, or 2 Nc8 Bc5 3 Nb6 Bb4, with a draw.

g) **Kf4:** 1 Nb6 Bb8 2 Nd5+ Ke4 3 b6 Bg3 *(3 ... Kd4 4 Nc7 Kc4 5 Kb7 Kc5 6 Na6+)* 4 Nc7 Bf2 5 b7 Ba7 6 Nb5 Bb8 7 Kd7, and wins.

h) **Kf5:** 1 Nb6 Bb8 2 Nc8 Ke6 3 b6 Bg3 4 Na7 Bf2. Black gains a draw in the same way with his king at **f7,** but with his king at **f6** or **f8** he loses, since on 1 Nb6 Bb8 there follows 2 Nd7+.

i) **Kg8:** 1 Nb6 Bb8 2 Nc8 Kf7 3 Kd7! Kf6 4 b6 Ke5 5 Ne7 Kd4 6 Kc6! Kc4 7 Nd5 Bg3 8 Nc7 Bf2 9 b7 Ba7 10 Nb5 Bb8 11 Kb6, and wins.

j) **Kg7:** 1 Nb6 Bb8 2 Nc8 Kf6! 3 Kd7! Ke5! 4 Ne7 Kd4 5 Kc6 Ba7 6 Nc8 Bc5, with a draw. Black gains a draw in the same way if his king is at **g6, g5** or **g4.** Only if his king is on the **h**-file does he lose.

Thus we obtain a drawing zone with a special square—f6, where the black king must not be.

We will now study positions with a rook's pawn.

87. White's plan is to transfer his king to b8, drive out the bishop, and then block the long diagonal with his knight at b7.
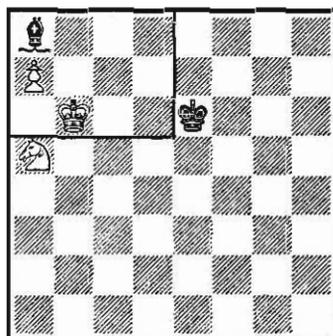
Draw only if the black king is inside the zone

1 Kc7 Ke7 2 Kc8! (it transpires that straightforward play does not achieve anything: 2 Kb8 Kd8! 3 K×a8—or *3 Nb7+ Kd7*—3 ... Kc7!, and Black achieves a well known drawn position) **2 ... Ke8** (if 2 ... Kd6, then 3 Kb8 Kd7 4 Nb7!, and Black is in *zugzwang*; on 4 ... Kc6 there follows 5 K×a8 Kc7 6 Nd6! White's problem is to obtain this *zugzwang* position) **3 Nc4! Ke7** (clearly the only move, since on a bishop move there follows 4 Nd6+ and 5 Nb7) **4 Kb8! Kd8 5 Nd6 Kd7 6 Nb7.**

White has achieved the necessary *zugzwang* position, and he wins as shown above.

It is easy to show that Black maintains the balance in position 87 only if his king is on one of the four squares **c8, d8, d7** and **d6.** Thus the drawing zone is again determined.

The winning procedure carried out by White in example 87 is typical of such positions. It is therefore a *basic* position.

We will now examine several studies, the solutions to which are based to a greater or lesser extent on knowledge of this basic position.

88. Black threatens to queen his pawn after 1 ... Kg1 and 2 ... Ng2.

White frustrates this plan by **1 Bd7! h2 2 Bc6+ Kg1 3 Bh1! Ng2+ 4 Ke2.**

We have reached a familiar position, but with Black to move. The reader can check for

Loyd, 1860

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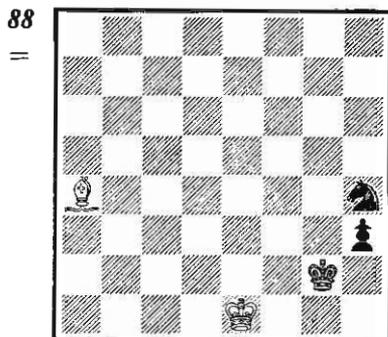
himself that Black is unable to give his opponent the move. Therefore after **4 ... K×h1 5 Kf1!** the result is a draw.

Horwitz, 1885

89
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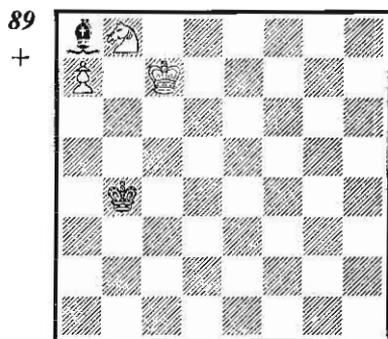
89. White's threat of taking his king to b8 is easily parried, for example: 1 Na6+ Kb5 2 Kb8 Bg2 3 Nc7+ Kb6 4 Ne6 Bf3 5 Nd8 Bg2, and the bishop cannot be shut out.

Therefore in the first instance White prevents the approach of the black king: **1 Kb6! Kc4 2 Na6 Kd4 3 Nc7 Bg2 4 Ne6+ Ke5 5 Nd8 Ba8 6 Kc7 Kd5 7 Nb7 Ke6 8 Na5,** and we have obtained position 87.

90. This position is rather more complicated than the preceding ones.

We already know that to win White must penetrate with his king to c7. The direct attempt fails: **1 Kd6 Kd8 2 Nb6 Bb7,** and White has not achieved anything. He must

Prokop, 1930

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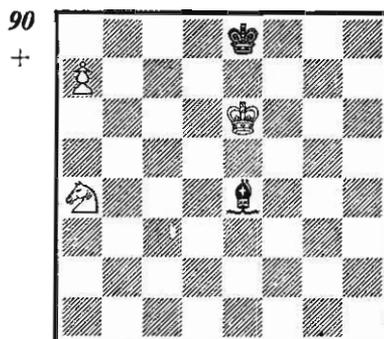
obtain the same position, but with Black to move.

1 Ke5! Ba8 (Black's only reply, since 1 ... Bc6 is met by 2 Kd6 and 3 Kc7, and 1 ... Bb7 by 2 Kd6 Kd8 3 Nb6) **2 Nb6 Bb7 3 Ke6! Kd8 4 Kd6 Ke8 5 Kc7 Bg2 6 Nc8! Ba8 7 Kb8 Kd8 8 Nd6 Kd7 9 Nb7** etc.

91
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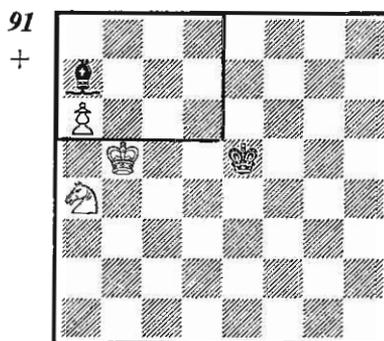
Draw only if the black king is inside the zone

91. Here White wins without any difficulty at all: **1 Kc6 Ke6 2 Kb7 Be3 3 Nb6, 4 a7** and **5 a8=Q.** Black does not even have the chance of giving up his bishop. The drawing zone is also easily determined. It should be noted that, with the king at e8, after **1 Kc6 Kd8 2 Kb7 Be3 3 Nb6 B×b6 4 K×b6 Kc8 5 a7** White again wins.

With a rook's pawn on the 6th rank White always wins if he can reach b7 with his king, and prevent the opposing king from reaching b5 or a5.

Holm, 1911
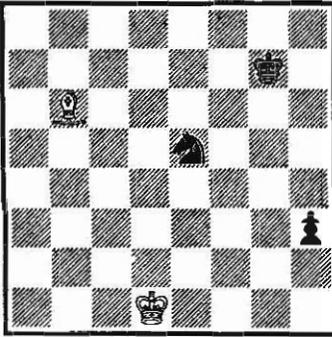
92. Here the bishop is badly placed, and after **1 Bg1 Nf3** it appears that White must lose.

And yet there is a way to save the draw: **2 Bh2! N×h2 3 Ke2! Kf6 4 Kf2 Ng4+ 5 Kg3 h2 6 Kg2**, reaching a well known theoretical position.

It should be noted that Black was unable to win, only because his king was too far away. Had it been at g6, he would have won easily after **3 ... Kf5 4 Kf2 Kf4**.

Let us try moving position 91 one rank down the board.
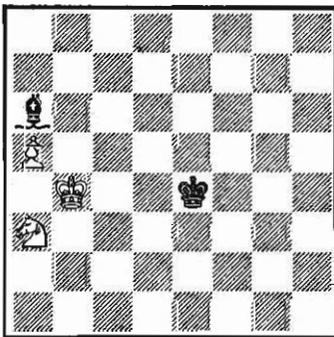
93. This operation has significantly changed the evaluation of the position. After **1 Kc5 Ke5 2 Kb6 Bf1 3 Nb5 Ke6 4 a6 Kd7 5 a7 Bg2** the result is a draw, as is clear from the preceding analysis. This is not the only way. Even simpler is **2 ... Bc8 3 Nb5 Ke6 4 Na7 Kd7 5 N×c8 K×c8 6 a6 Kb8**.

We will consider several other positions of the black king:

a) **Kf4:** 1 Kc5 Ke5 leads to the same variation as with the king at **e4**.

b) **Kg4:** 1 Kc5 Kf5 2 Nb5! Ke5! (the only move; Black loses after *2 ... Kf6 3 Kb6 Bc8 4 Nd6 Be6 5 a6 Ke7 6 a7 Bd5 7 Nb7*; it is important for Black to control d6 with his king) 3 Kb6 Bc8 4 Na7 Bg4.

White has gained a partial success. He succeeds in advancing his pawn to a7, but he is unable to achieve any more, for example: 5 a6 Kd6 6 Nc8+! Kd7! 7 Kb7 Bf3+ 8 Kb8 Kc6 9 a7 Kb5, with a draw.

c) **Kh4:** 1 Kc5 Kg5 2 Kb6 Bf1 (*2 ... Bc8 3 Nb5 Kf6 4 Nd6 Be6 5 a6 Ke7 6 a7 Bd5 7 Nb7*) 3 Nb5 Kf6 4 a6 Ke6 5 a7 Bg2 6 Kc7, and wins. White also wins with the black king on squares from **h5** to **h8**.

d) **Kg3:** 1 Kc5 Kf4 2 Kb6 Bf1 (*2 ... Bc8 3 Nc4! and 4 Nd6*) 3 Nb5 Ke5 4 a6 Ke6 5 a7 Bg2 6 Kc7, and wins.

e) **Kf3:** 1 Kc5 Ke4 2 Kb6 Bc8! (the only move! Black loses after *2 ... Bf1 3 Nb5 Ke5 4 a6 Ke6 5 a7 Bg2 6 Kc7*) 3 Nb5 Kd5 4 Na7 Bg4 5 a6 Kd6 6 Nc8+ Kd7, with a draw. Black similarly gains a draw with his king at **e3** or **d3**.

Now the drawing zone can be inserted.

In conclusion we will examine the case of a rook's pawn on the 4th rank.
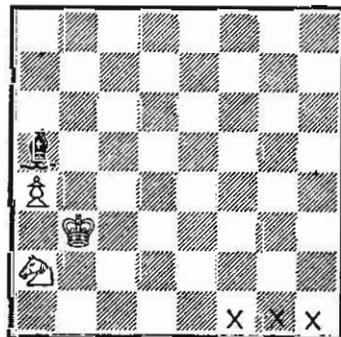
White wins if the black king is at f1, g1 or h1.

94. Here Black loses only if his king is very badly placed. We will analyze the most interesting cases:

a) **Kh2:** 1 Kc4 Kg3 2 Kb5 Bd8! *(2 ... Be1? 3 Nb4 Kf4 4 a5 Ke4 5 a6 Bf2 6 Kc6 Ba7 7 Nd5 Kd4 8 Nb6, and White wins)* 3 Nb4 Kf4 4 Nd5+ Ke5 5 Nb6 Kd6 6 a5 Kc7 7 a6 Kb8, with a draw.

b) **Kf1:** 1 Kc4 Ke2 2 Kb5 Bd8 3 Nb4 Ke3 4 Nd5+ Kd4 5 Nb6 Ke5 6 a5 Kd6 7 a6, and wins. The result is the same with the king at **g1** or **h1**.

The following position is an exception.

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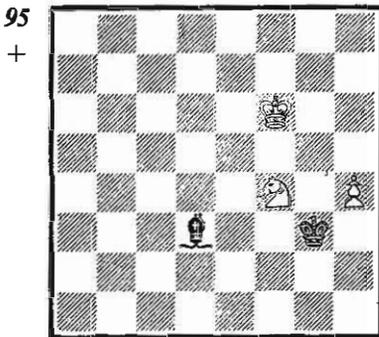
95. Thanks to the unfortunate position of the bishop, after **1 Kg5** the pawn reaches h6 by force, and Black's king is outside the drawing zone. For example: **1 ... Bh7 2 h5 Kf3 3 Ng6 Kg3 4 h6 Bg8 5 Kf6 Kg4 6 Kg7 Kg5 7 Ne7**, and wins.

Here we can sum up. In the ending with knight and pawn against bishop we have shown that there are two basic types of drawn position: in one the bishop alone stops the pawn without any help from the king, and in the other only with its help. In the latter case we have determined the drawing zones. Only if it is inside these zones can the king effectively support the bishop in its battle with the opposing pawn.

1.3 BISHOP AND PAWNS AGAINST KNIGHT

1.31 Two connected pawns

Here two connected pawns normally ensure a win. The winning plan is simple enough, and consists of advancing the pawns to the queening square. But the pawns must be advanced in such a way that the opponent is unable to blockade them on squares inaccessible to the bishop. With only rare exceptions, a win is not possible when the pawns are blockaded.

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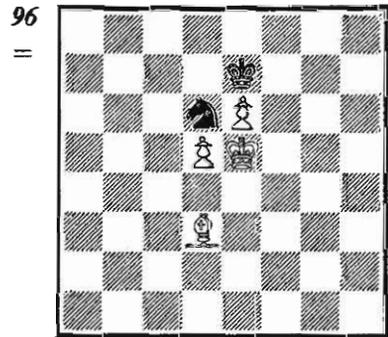
96. This is a typical position with blockaded pawns. The black pieces are firmly established on squares inaccessible to the bishop. White would win if he were able to put Black in *zugzwang*, but this is not possible, for example: **1 Kd4 Ne8 2 Kc5 Nd6 3 Kc6 Ne8 4 Bg6 Nd6**. The knight cannot be deprived of all its squares.

Moving this position to the right does not affect the result in any way, but if it is moved three files to the left White can win in the resulting position.

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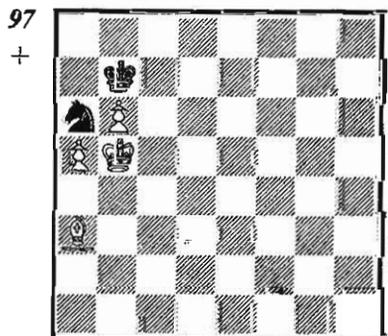
97. After **1 Bd6** White immediately takes all the squares away from the knight, and puts the opponent in *zugzwang*. It should be noted that positions obtained by moving example 97 up or down the board will also be lost for Black.

If position 96 is moved one rank up the board, this reduces the number of squares available to the knight, and White is able to put Black in *zugzwang*.

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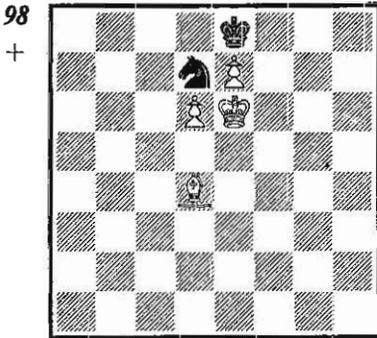
98. The winning procedure is not difficult: **1 Kd5 Nb8 2 Ba7 Nd7 3 Kc6 Ne5+ 4 Kc7 Nd7 5 Bd4,** and the goal is achieved.

Black could have played 2 ... Na6, but after 3 Kc4! (*3 Ke6 Nc7+!*) 3 ... Kd7 4 Kb5 this would have led to the loss of the knight.

Let us try moving position 98 to the right. The knight acquires additional squares, which must undoubtedly make it more difficult for White to win.

As an example, consider the following position.

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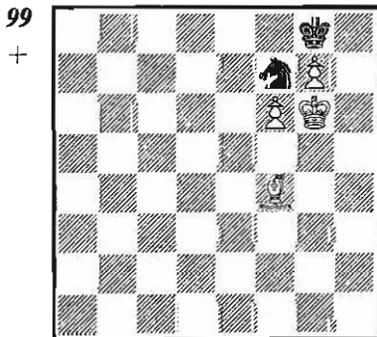
99. 1 Kf5 Nd8 2 Bc7 Nc6 (after 2 ... Nf7 3 Ke6 Ng5+ 4 Ke7 Nf7 5 Bf4 it should be borne in mind that 5 ... Kh7 6 K×f7? leads to stalemate; only 6 Kf8! wins) **3 Ke4!** (nevertheless!) **3 ... Kf7 4 Kd5 Nb4+ 5 Kd6 Nd3** (5 ... Kg8 6 Ba5 Nd3 7 Ke7 Ne5 8 Bc7 Nf7 9 Bf4) **6 g8=Q+ K×g8 7 Ke7,** and Black cannot prevent the queening of the pawn.

This idea—the sacrifice of one pawn with the aim of queening a second one—is typical of many endings.

If position 99 is moved one file to the right, the proximity to the edge of the board leads to stalemating possibilities, and this creates additional difficulties in realizing the advantage.

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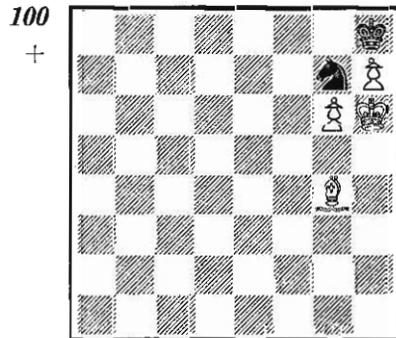
100. 1 Kg5 Ne8 2 Bd7, when Black has three possibilities:

a) **2 ... Nd6 3 Bc6!** (but not 3 Kf4 Kg7 4 Ke5 K×g6!, with a draw) **3 ... Kg7 4 h8=Q+! K×h8 5 Kf6 Kg8 6 Bd5+,** and White wins.

b) **2 ... Nf6 3 Bc6! N×h7+ 4 Kh6! Nf6 5 g7+ Kg8 6 Kg6** and **7 Bd5** mate.

c) **2 ... Ng7 3 Kf6 Nh5+ 4 Kf7 Ng7.**

We have reached position 101, which was analyzed by **Ward** in 1915*.

* Ward considered the position with the bishop at e2, which does not affect the solution.

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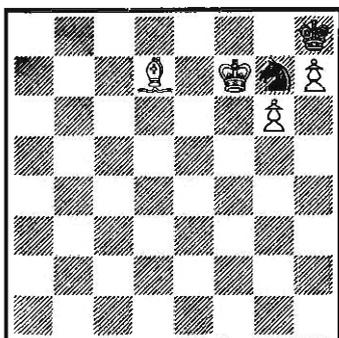
101. With White to move: **1 Bg4 Nf5 2 Kf8 Ng7 3 Ke7**, and the knight is trapped.

With Black to move: **1 ... Nf5! 2 Kf8 Ng7 3 Ke7 Nh5 4 Kf7 Ng7 5 Bg4! Nh5** (5 ... Nf5 **6 Kf8 Ng7 7 Ke7** etc.) **6 Kf8 Nf6 7 g7+ K×h7 8 Kf7 Ng8 9 Bf5+**, and White wins.

Sefc–Averbakh
Dresden, 1956

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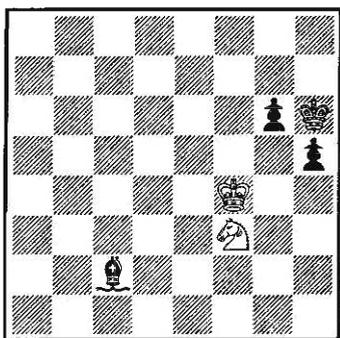
Black cannot win!

102. We have already seen the strength of blockading positions, but nevertheless this example may seem surprising.

Were the white king at h4, we would have a typical drawn position. Here the king is less well placed, but nevertheless Black is unable to win.

The game continued: **1 ... Bf5 2 Ng5 h4 3 Nf3 Kh5 4 Ng5 Bd7** (4 ... h3 5 Nf3 Bg4 6 Nh2, with a draw) **5 Ne4!** (not 5 Nf3? Bc8 6 Ng5 h3 7 Nf3 Bb7 8 Nh2 Kh4 9 Nf1 g5+

10 Ke3 Bg2 11 Nh2 Kg3, when Black wins) **5 ... Bc8 6 Nf6+ Kh6 7 Ne4 Bf5 8 Ng5 Kh5 9 Nh7!!** (the only saving move; White loses after 9 Nf3 Bc8 10 Ng5 h3 11 Nf3 Bb7 12 Nh2 Kh4 etc.) **9 ... h3 10 Kg3**, with a draw.

With his pawn at g7 instead of g6, Black would have been able to win:

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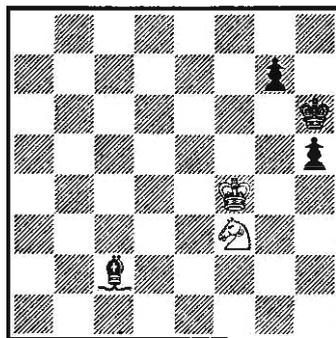
103. 1 ... Ba4 2 Ng5 Be8 3 Ne6 Bd7 4 Ng5 h4 5 Nf3 Kh5 6 Ng5 h3 7 Nf3 Bc6 etc. Here the pawn's control over f6 played the decisive role.

Having made the acquaintance of blockaded positions, we can now examine the general procedure for advancing connected passed pawns.

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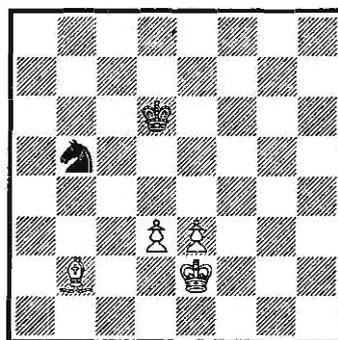
The pawns should be moved, following the rule formulated at the end of the 18th century by the famous French player Philidor: "*If my bishop controls the white squares, I should place my pawns on black squares; in this case the bishop can drive off the enemy pieces if*

they attempt to establish themselves between the pawns".

104. According to Philidor's rule, it would be a blunder to play 1 d4?? Kd5 2 Kd3 Nd6 3 Ba3 Ne4, when the black pieces cannot be driven off the white squares.

The correct continuation is: **1 e4! Kc5 2 Ke3 Kd6** (the attempt at active counter-play by 2 ... Kb4 is most simply parried by 3 Bg7 and 4 d4, although also possible is the immediate 3 d4 Kb3 4 Ba1 Ka2 5 d5 K×a1 6 e5 Nc7 7 d6 Ne6 8 Ke4 Kb2 9 Kf5 Nd4+ 10 Kf6 etc.) **3 d4 Nc7 4 Kd3** (4 Bc3 and 5 Ba5 is also possible) **4 ... Kc6 5 Kc4 Kd6 6 d5 Ne8 7 e5+ Ke7 8 Ba3+ Kf7 9 Kc5 Ng7 10 Kd6 Ne8+ 11 Kd7 Ng7 12 e6+ Kg6 13 Bb2 Nf5 14 e7,** and White wins.

However, we must warn the reader against blindly adhering to Philidor's rule. In positions where there is no danger of a blockade, the pawns can be moved without conforming to the rule. This relates in particular to positions with wing pawns, when the rook pawn's queening square is inaccessible to the bishop.

Fine, 1941

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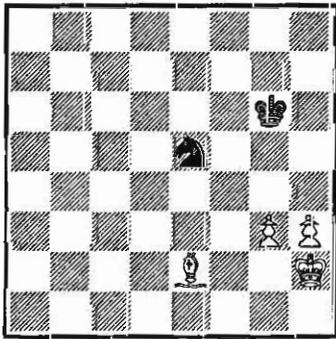
105. Here **1 g4!** is in fact the simplest way to win, and if 1 ... Kg5, then 2 Kg3 Ng6 3 Bd3 Nh4 4 Be4 etc. Therefore Black continues **1 ... Nc6,** but after **2 Kg3 Nd4 3 Bd3 Kf6 4 h4 Ne6 5 Bc4 Nc5 6 Kf4 Nd7 7 Bd3 Kg7 8 g5 Nf6! 9 Be4** (not 9 g×f6+ K×f6, with a draw) **9 ... Nh5+ 10 Kg4 Nf6+ 11**

Kf5 Nh5 12 Bf3 Ng3+ 13 Kf4 Nf1 14 h5 White wins.

Had White played **1 h4** "according to Philidor", the play could have gone **1 ... Kh6 2 Kg2** (2 g4? N×g4+) **2 ... Kg7 3 Bd1* Ng6 4 Kh3!** (White must defend against the threat of ... N×h4, until his bishop transfers to the b1–h7 diagonal) **4 ... Ne5 5 Bc2 Nc4!** (after 5 ... Kh6 6 Kg2 Kh5 the simplest is 7 Bf5, after which White plays his king to f4, winning easily) **6 Bd3 Ne3 7 Kh2 Kf6 8 Kg1 Ke5 9 Kf2 Ng4+ 10 Kf3 Nh2+ 11 Ke2 Ng4 12 Ba6 Ke4 13 Bb7+ Ke5 14 Bc8 Nf6 15 Kf3** (after heroic efforts, White has nevertheless managed to push back the black pieces) **15 ... Kd6 16 Bf5!** (16 Kf4? Nh5+ and 17 ... N×g3) **16 ... Ke5 17 Bg6 Ke6 18 Kf4 Nd5+ 19 Kg5 Nf6 20 h5,** and White wins.

Although 1 h4 does not relinquish the win, it is obviously weaker than 1 g4.

The analysis of example 105 shows that, if in positions with wing pawns the rook pawn's queening square is inaccessible to the bishop, this gives rise to an additional drawing chance: in certain cases it is possible to give up the knight. This is how Black saves the following position.

Euwe, 1940

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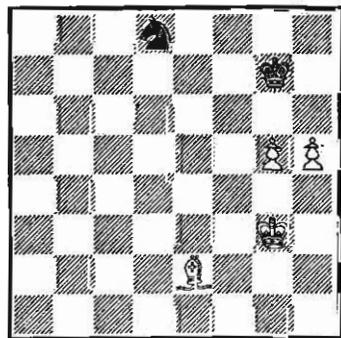
* Fine considers only 3 Kf2?, which after 3...Ng6! 4 h5 (4 ... N×h4 was threatened) 4 ... Ne5 5 Ke3 Kh6 6 Kf4 Nf7 7 Bc4 Ng5 leads to a draw, and concludes that after 1 h4 White can no longer win. In fact it is 3 Kf2 which is to blame.

106. After **1 ... Nf7 2 g6** (2 Kf4 N×g5) **2 ... Ne5** White cannot prevent ... N×g6.

In the following position White draws by exploiting stalemating possibilites.

Selezniev, 1913

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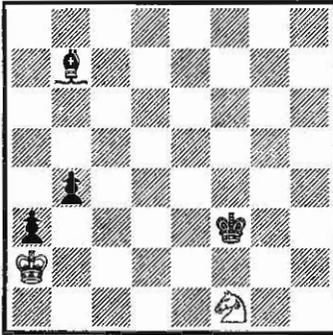
107. 1 Nd2+ Ke2 2 Nb1 (on 2 Nb3 or 2 Nc4 there follows 2 ... Bd5; but now 3 N×a3 is threatened) **2 ... Bd5+ 3 Ka1 Kd1** (if 3 ... a2, then 4 Nc3+!! with a draw) **4 N×a3 Kc1 5 Nc4!**, with a draw.

In exceptional cases the defender can save the game by winning one of the pawns and going into a drawn ending a pawn down.

Yakimchik, 1955

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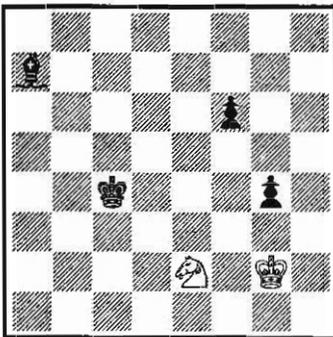
108. White manages to exploit the lack of coordination between Black's pieces and pawns.

1 Kg3 Kd3 2 Nf4+ Ke4 3 Nh5! (3 K×g4 f5+ loses the knight) **3 ... Kf5!** (3 ... f5

4 Nf6+ and 5 N×g4) **4 N×f6 Bb8+ 5 Kh4 g3.**

White's position appears critical, but he finds a problem-like saving manoeuvre: **6 Nh5! g2 7 Ng3+ B×g3+ 8 Kh3! g1=Q(R)**—stalemate.

Black has a very simple draw in the following example.

Butler, 1889

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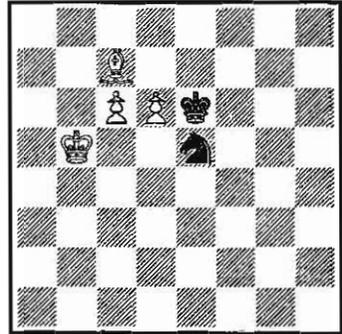
109. 1 ... Kd5 2 d7 N×c6 3 Kb6 Nd8! 4 B×d8 Kd6 and **5 ... K×d7.**

1.32 Two isolated pawns

It is more difficult to blockade isolated pawns, and therefore the win is normally easier here than with connected pawns. Only in the most exceptional cases can the defender draw, although there are a number of positions where the realization of the advantage involves certain difficulties, and demands accuracy. It is such positions that will interest us in particular.

110. White's plan is very simple. He must take his king over to that pawn which the knight is blockading. As soon as the knight is pushed away, the pawn will advance and queen. If the black king goes to the help of the knight, the other pawn will advance. But before beginning to move his king, White should improve the position of his bishop to the maximum extent.

Prokhorovich–Voronkov
Moscow, 1952
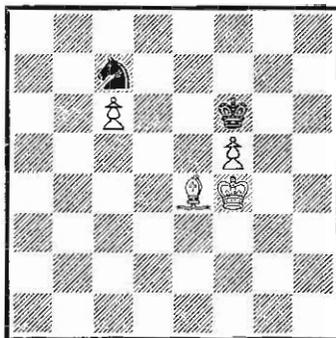
At e4 the bishop interferes with the movements of its king, and therefore it should be transferred to d7, where it supports the pawns, does not interfere with the king, and deprives the knight of the important e8 square.

White wins as follows: **1 Bf3 Ne8** (1 ... Ke7 2 Ke5 Ne8 3 Bd5 Nf6 4 c7 Nd7+ 5 Kf4 Nb6 6 Be6) **2 Bd5 Nc7 3 Bc4 Ne8 4 Be6 Nc7 5 Bd7 Nd5+ 6 Ke4** (now the king can go to the aid of the c-pawn) **6 ... Nc7 7 Kd4 Nb5+ 8 Kc5 Nc7 9 Kb6 Nd5+ 10 Kb7 Ke7 11 c7.** White won without the least difficulty.

But what if he immediately sets off with his king? That is how the game in fact continued.

1 Ke3.

This move makes the win much more difficult, since it allows Black to activate his pieces: **1 ... Ke5 2 Kd2!** Ne8 (2 ... K×e4 3 f6 Kd5 4 f7 Ne6 5 c7, and wins) **3 Kc2** (a loss of time; correct is 3 Kd3!, e.g. 3 ... Nc7 4 Kc4 Kd6 5 Kb4 Ne8 6 Kb5 Kc7 7 Kc5 Nf6 8 Bf3 Ne8 9 Kd5 Nf6+ 10 Ke6 etc.) **3 ... Kd6 4 Kb3?**

The final mistake. White could still have won by 4 Kc3! Ke5 (or *4 ... Nf6 5 Kd3 Ne8 6 Kd4 Nf6 7 Ke3! Ne8 8 Kf4 Nf6 9 Bf3 Ne8 10 Kg5 Ke7 11 Kg6 Nf6 12 c7 etc.*) **5 Kd3! Kd6 6 Kc4 Ke5 7 Kc5.**

4 ... Nf6! (exploiting the distant position of the white king, Black attacks the pawns) **5 Bf3 Ng8!**

White has no satisfactory way of parrying 6 ... Ne7!—draw!

The greater the separation of the pawns, the easier it normally is to win. The plan for realizing the advantage is the same—take the king over to the pawn which the knight is blockading. But here too there may be various technical difficulties, which we will meet in example 111.
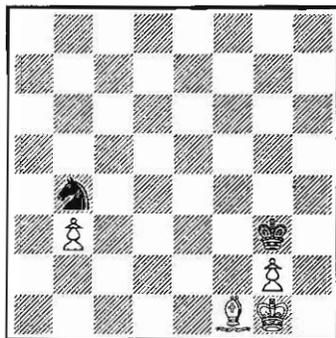
111. White must first improve the position of his bishop, and only then move his king: **1 Be2 Na2 2 Bf3 Nb4 3 Kf1 Na2 4 Bb7!**

White has to be careful. He loses a pawn after 4 Ke2 Nc1+, or 4 Ke1 Nc1 5 b4 (*5 Bd5 N×b3!*) 5 ... Nd3+.

4 ... Kf4 5 Kf2 Nc1 6 Bd5! Nd3+ 7 Ke2 Nc1+ 8 Kd2.

The king has emerged, and the reader can see for himself how easy the win now is.

We will now examine several positions where there is a minimal distance between the pawns.

Averbakh, 1958
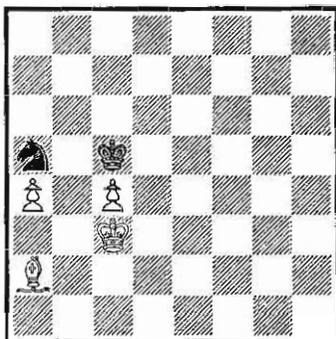
112. The black pieces seem to be very well placed, but White nevertheless succeeds in lifting the blockade.

1 Bb3 Nc6 2 Bc2 Ne5 3 Bd3 Nd7 (3 ... Nc6 4 Be4 Ne5 5 Bd5 Nd7 6 a5 Nb8 7 Bb7 Nd7 8 a6 Kb6 9 Kd4 Nc5 10 Kd5 Nd7 11 Bc8 Nf6+ 12 Kd4 Ne8 13 c5+ Ka7 14 Kd5 Nc7+ 15 Kd6 Nb5+ 16 Kd7 Kb8 17 c6 Ka7 18 c7 etc.) **4 a5 Ne5 5 a6 Kb6** (5 ... Nc6 6 Be4 Na7 7 Bb7) **6 c5+! Ka7 7 Bb5.** The rest is easy, e.g.: **7 ... Ng6 8 Kd4 Ne7 9 Ke5 Kb8 10 Ke6 Nc8 11 Bd7 Na7 12 Kd6 Ka8 13 Kc7.**

Also unsuccessful in such positions is the attempt to create a *fortress*.

Averbakh, 1958

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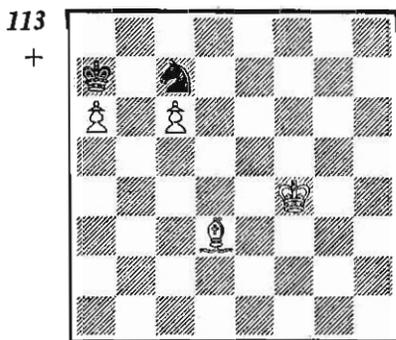
113. To win, White must break through to b8 with his king. This can be done.

1 Ke5 Kb6 2 Kd6 Na8 3 Bc4! (but not 3 Kd7 Nc7 4 Kc8? N×a6!) **3 ... Nc7 4 Kd7 Na8 5 Kc8! K×c6** (5 ... Nc7 6 a7 K×c6 7 Kb8 Kb6 8 Bf1 Kc6 9 Bg2+ Kb6 10 Bb7) **6 Kb8!** (not 6 a7 Nb6+ 7 Kb8 Nd7+ 8 Kc8 Nb6+ 9 Kd8 Kb7 with a draw) **6 ... Nb6 7 Be6! Kb5 8 Kb7 Ka5 9 a7 Kb5 10 Bg4 Ka5 11 Be2,** and wins.

If the square of the rook's pawn is inaccessible to the bishop, this normally creates additional drawing chances.

114. How is White to realize his material advantage? His bishop is very badly placed, and the corner square is inaccessible to it. At first sight 1 h5 appears to win, since 1 ... K×h5 fails to 2 Kg7 Kg5 3 Bh7 Nf4 4 Bf5.

Y. Behting, 1892

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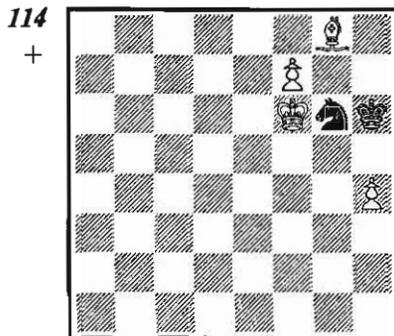
But in fact 1 h5 leads only to a draw, since Black is able to play for stalemate. For example: 1 ... Nf8 2 Ke7 Kg7 3 Ke8 (*3 h6+ Kh8*) 3 ... Ne6 4 Bh7 Nc7+ 5 Ke7 Nd5+, or 4 h6+ Kh8! 5 Ke7 (*5 Bh7 K×h7 6 Ke7 Nf4*) 5 ... Nf8. No better is 1 Bh7 K×h7 2 h5 Ne5! 3 K×e5 Kg7 4 Ke6 Kf8!, with a draw.

White wins by exceptionally subtle play.
1 Ke6!!, for example:

a) **1 ... Kg7 2 h5 Nf4+** (2 ... Nf8+ 3 Ke7 Kh8 4 Bh7!! N×h7 5 h6, and wins) **3 Kd6!! Kf8 4 h6 Ng6 5 Ke6 Ne7 6 Ke5 Ng6+** (6 ... N×g8 7 h7) **7 Kf5 Nh8 8 Kf6 N×f7** (Black has regained one pawn, but White goes into a won ending with one pawn; the rest is not difficult) **9 h7 Nh8 10 Be6 Nf7 11 Kg6 Nh8+ 12 Kh6 Ke7 13 Bg4! Kf7 14 Bf3 Kf6 15 Bh5 Ke7 16 Kg7** etc.

b) **1 ... Kh5 2 Bh7! Nf8+ 3 Kf6 Kh6 4 Bf5 Ng6! 5 Be4! Nf8 6 Ke7 Kg7 7 h5 Nd7 8 h6+! Kh8 9 Bd5,** and White wins.

In positions where one of the pawns is a rook's pawn, and its queening square is inaccessible to the bishop, the realization of the advantage usually demands great accuracy.

The following examples are typical.

115. 1 ... Nc5! (this creates the maximum difficulties; White's task is easier after 1 ... Nf6 2 Be6! Ne4 3 h5) **2 Bf5!** (a draw results from 2 h5 Nd3! 3 Be6 Ne5+ 4 Kf6 N×f7!) **2 ... Nb7 3 Be6!**

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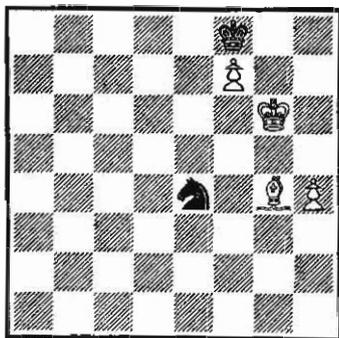
White avoids a clever trap. He appears to win easily by 3 h5 Nd8 4 h6 N×f7 5 h7 Ne5+ 6 Kf6, but Black has the saving move 6 ... Nd7+!!

3 ... Nc5 4 Ba2 Nd7 5 Kf5! Kg7 (5 ... Nf6 6 Bb3 Nh5 7 Kg5 Ng3 8 h5 Ne4+ 9 Kg6 Nf6 10 h6 etc.) 6 Ke6 Nf8+ 7 Ke7 Ng6+ 8 Ke8 Nf8 9 h5 Nh7 10 Ke7 Nf8 11 h6+, and wins.

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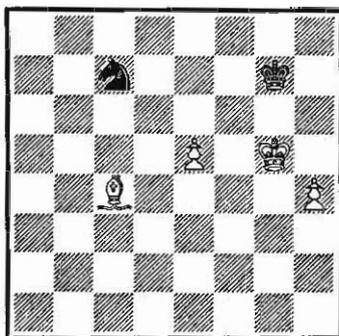
116. 1 h5 (of course, not 1 e6 N×e6+). Now Black has a choice:

a) 1 ... Na8 2 e6 Nc7 (2 ... Kf8 3 Kf6 Nc7 4 e7+ Ke8 5 Bf7+ Kd7 6 e8=Q+ N×e8 7 B×e8+ K×e8 8 Kg7) 3 e7 Ne8 4 h6+ Kh7 5 Bd3+ Kh8 6 Bg6 Nc7 7 Kf5 followed by Ke5–d6, and wins.

b) 1 ... Kh7 2 Kf6! Kh6 (2 ... Na8 3 e6 Nc7 4 e7 Kh6 5 Bf7 Kh7 6 Ke5 Kg7 7 Bg6 Kh6 8 Kd6 Nb5+ 9 Kd7) 3 Ke7 K×h5 (3 ... Na8 4 Kd8 Nb6 5 Bb3! and e6–e7–e8=Q) 4 Kd7 Na8 5 Kc6 Kg5 6 Kb7 Kf5 7 e6, and White wins.

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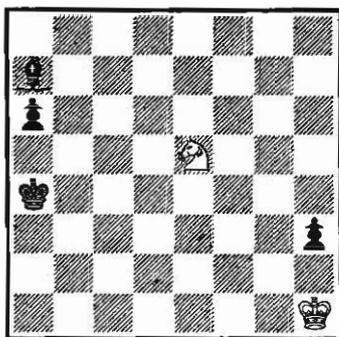
117. After 1 Nc6 Black was faced with a difficult problem. His bishop is attacked, and if it moves there follows 2 Nb8 a5 3 Nc6 with a draw. But Black was able to exploit the distant position of the white king by 1 ... Kb5!! 2 N×a7+ Kc5! 3 Nc8 a5 4 Ne7 a4 5 Nf5 a3 6 Ne3 a2 7 Nc2 Kc4, and White resigned, since on its own the knight is unable to stop the pawn.

In conclusion we will examine two positions where the material advantage proves insufficient to win.

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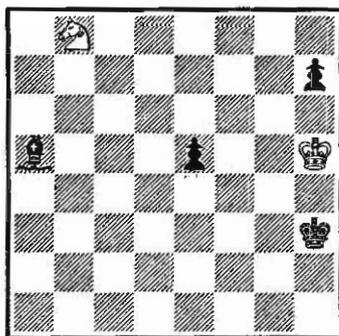
118. The position looks absolutely hopeless for White, but there follows 1 Nd7 e4 2 Nf6 e3 3 Nd5 Bb6 (3 ... e2 4 Nf4+ and 5 N×e2) 4 N×e3 B×e3—stalemate!!

Stein, 1789

119

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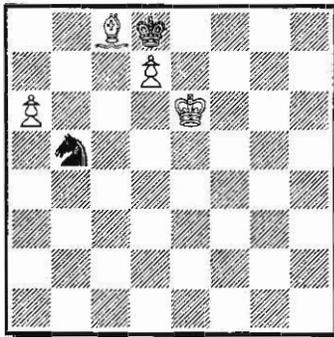
119. Due to the unfortunate placing of his pieces, White is unable to retain his material advantage. For example: **1 Bb7 Nc7+ 2 Kd6 N×a6!**, or **1 Kd5 Na7 2 Kd6 N×c8+ 3 Kc6 Na7+ 4 Kb6 K×d7 5 K×a7 Kc7** etc.

1.33 Doubled pawns

With doubled pawns the winning chances are significantly reduced. If the defender's king can occupy a square in front of the pawns which is inaccessible to the bishop, then, as in the ending with one pawn, the draw is obvious. It is important only that the knight should not be immobilized or trapped.

Of greatest interest are positions in which the defender's pieces blockade the leading pawn on a square inaccessible to the bishop.

It should be noted that, in comparison with the ending with one pawn, the second pawn nevertheless improves the winning chances, since it enables the knight to be deprived of important squares.

The following example is typical.

120. Without the second pawn this position would be drawn, since the bishop and king are unable to take away all the knight's squares. But with the help of the d3 pawn this can be done.

1 Ke7 Nb8 2 Ba7 Nc6+ (**2 ... Nd7 3 d4**) **3 Ke8 Ne5 4 d4! Nd7 5 Ke7**, and Black is in *zugzwang*.

120

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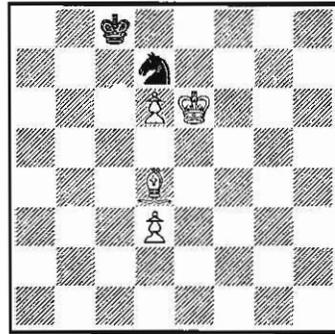
But it would be hasty to conclude that it is always possible to win with doubled pawns if the opponent can be placed in *zugzwang*.

Consider the position obtained by moving No. 120 one file to the left.

121

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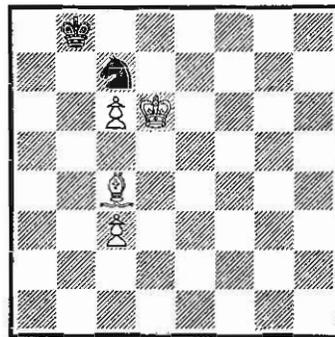
121. "Why a draw?" the surprised reader may ask. It turns out that White can put his opponent in *zugzwang*, but that this leads only to stalemate!

1 Kd7 Na8 2 Bb5 Nb6+ 3 Kd8 Na8 4 c4 Nc7 5 Kd7 Na8 6 Ba6 Nb6+ 7 Kd8 Na8 8 Bb7 Nc7! (**8 ... Nb6 7 c7+! K×b7 10 c5 Nc8 11 c6+**, and White wins) **9 Kd7 Ka7!!**

Now **10 K×c7** leads immediately to stalemate, while on **10 Na8** or **10 Ba6** Black does not take the bishop, but plays **10 ... Kb8**. Also, nothing is achieved by **10 Kc8 Kb6 11 Kb8** (*11 c5+ Ka7*) **11 ... Ne8 12 Ba8 Kc5 13 Kc8 Nd6+ 14 Kd7 N×c4 15 c7 Nb6+ 16 Ke6 Nc8**, with a draw.

Thanks to the possibility of stalemate, Black is also able to save the following position.

122
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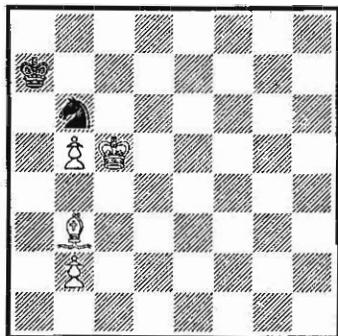
122. 1 Kc6 Nc8 2 Be6 Nb6 (Black loses after
2 ... Ne7+ 3 Kd7! and 4 Kc7) **3 b3 Na8
4 Bc8** (or 4 Bd5 Nb6 5 Bh1 Na8 6 Bg2 Nb6
7 Kc7 Nd5+!) **4 ... Nb6!** (4 ... Kb8 5 b6!
K×c8 6 b7+ and White wins) **5 Bb7 Kb8!**
(also good is 5 ... Nd7! 6 Kc7 Nb6 7 Bc6
Nc4! or 7 ... Na4), with a draw.

1.34 Three or more pawns

With bishop and three pawns against a
knight the win is normally quite elementary,
but even here situations are possible in which
the advantage is not decisive.

Horwitz & Kling, 1851

123
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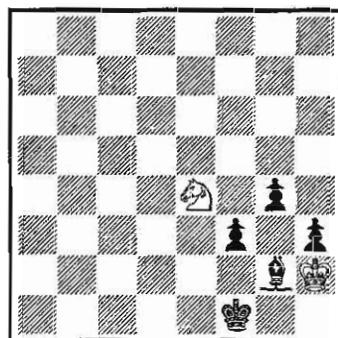
123. White easily draws by **1 Nf2!**, and if
1 ... g3+ 2 K×g3 h2, then **3 K×h2.**

If the stronger side's king is badly placed in
a corner, surrounded by its own pawns, it can
itself become the target of a mating attack.

Here the pawns play an unfortunate role, by
trapping their own king.

Here are two piquant examples.

Horwitz, 1851

124
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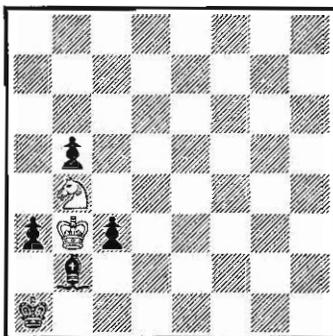
124. After **1 Kc2!** Black has no defence
against a mate in six moves. For example:
1 ... Bc1 (White's task is simpler after 1 ...
a2 2 Nc6 Ba3 3 Nd4 and 4 Nb3 mate) **2 K×c1
c2 3 K×c2 a2 4 Nd3 b4 5 Nc1 b3+ 6 N×b3**
mate.

Bondarenko, 1950
(conclusion of a study)

125
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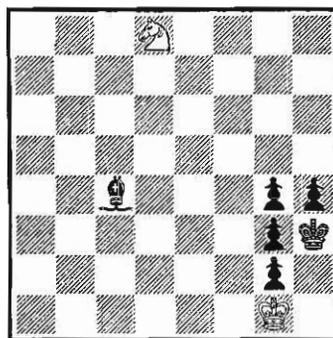
125. To win White must play his knight to
one of nine squares—h7, h5, g6, f7, e6, d5, e4,
d3 or e2. Can Black prevent this? We have
here a problem on the theme of corresponding
squares. The bishop must move along the
a2–g8 diagonal, controlling e6 and f7. Then
the knight has c6 and b7 available, and hence
also c5, d6, d4, e5 and e7.

Let us try to determine in each case where the bishop must be.

With the knight at c5—only at f5.

With the knight at d6—at d5 or g6.

With the knight at d4—only at c4.

With the knight at e5—only at g6.

With the knight at e7—at f7 or e4.

Finally we reach f6, and find that there is no corresponding square for the bishop, since it cannot simultaneously defend h5, h7, d5 and e4.

Thus for White to win it is sufficient for his knight to reach f6.

It is easy to understand that for this it is sufficient to reach e5, since after the bishop's only move to g6 White has Nd7 followed by Nf6. But the knight can reach e5 from c6. Hence the solution:

1 Nc6! Bd3 2 Ne5! Bg6 3 Nd7 Bc2 4 Nf6! Bg6 5 Nd5 and **6 Nf4** mate.

1.4 KNIGHT AND PAWNS AGAINST BISHOP

1.41 Two connected pawns

Two connected pawns normally ensure a win, although there are a number of examples where significant difficulties have to be overcome. There are also a few exceptional blockade positions, where the advantage cannot be realized, since the advance of the pawns is either altogether impossible, or else it leads to their loss.

We will begin by analyzing positions where the pawns are in diagonal formation, with the leading pawn on the 7th rank.

126. The main threat with which the stronger side has to reckon is the bishop being given up for the two pawns.

White's knight is attacked, and simultaneously 1 ... B×d7 is threatened. He can defend against these threats by 1 Nb6 or 1 Nc5. Which is correct?

126
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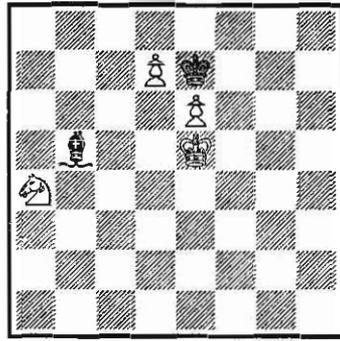
After **1 Nb6! Bc6 2 Nd5+ Kd8 3 Kd6!** **B×d7 4 e7+** White wins, since 4 ... Kc8 is met by 5 Nb6+, and 4 ... Ke8 by 5 Nf6+.

The natural 1 Nc5 allows Black to draw by 1 ... Bc6!, for example: 2 Kd4 Kd8 3 Kc4 Ke7 4 Kb4 Bd5! 5 Nb7 (the only chance, otherwise Black plays 5 ... B×e6) 5 ... B×b7 6 Kc5 Be4 7 Kb6 Kd8! etc.

If the stronger side's pieces are tied to the defence of the pawns, this may make it altogether impossible to realize the advantage.

127
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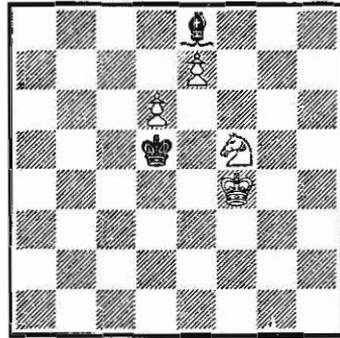
127. This is one such rare position. White is unable to win, for example: **1 Kg5 Ke5**, or **1 Kg4 Ke5 2 Kg5 Ke6.**

If the defender is not directly threatening the pawns, it is normally easy to win with the leading pawn on the 6th or 7th rank.

128. White realizes his advantage without difficulty: **1 Na7 Ba3 2 Nc8+ Kd8 3 d6** (3 e7+ is also possible) **3 ... K×c8 4 e7** etc. Moving the position to right or to left does not affect the result.

128
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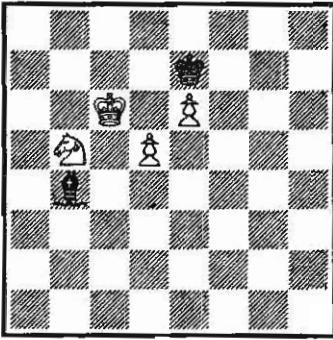
Let us now turn to an analysis of positions with the leading pawn on the 5th rank.

Averbakh, 1958

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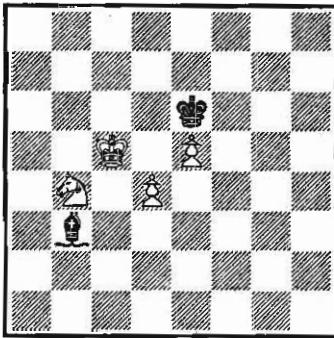
129. Here it is not easy for White to win, and the winning procedure is exceptionally interesting and original. We will consider some possible variations:

1 Na6 Ba2 2 Nc7+ Kd7 3 Nd5.

Nothing is achieved by 3 d5 K×c7 4 e6 Kd8 (but not *4 … B×d5? 5 K×d5 Kc8 6 Kc6! Kd8 7 Kd6*) 5 Kd6 B×d5, with a draw.

3 … Ke6 4 Ne3! Bb1 5 Kc4! (White intends to transfer his king to f4, so as to then play d4–d5) **5 … Be4 6 Kc3 Bf3 7 Kd2** Be4.

This same position would have been reached if, instead of 4 … Bb1, Black had played 4 … Bb3 5 Kb4 Ba2 6 Kc3 Bb1 7 Kd2 Be4.

8 Ke2 Kf7! 9 Kf2 Kg6.

Black tries to prevent the white king from going to f4, e.g. 10 Kg3 Kg5! But now, thanks to the distant position of the opposing king, White is able to regroup.

10 Nc4! Bd5 11 Nd6! Kg5.

Since 10 … Kf7 and 10 … Kf5 are ruled out, the black king is cut off from the saving e6 square. The attempt to return to e7 no longer draws, for example 11 … Kg7 12 Ke3 Kf8 13 Kf4 Ke7 14 Nf5+ and 15 Ne3 followed by d4–d5.

12 Ke3 Kg4 13 Kd3 Kf4 14 Kc3 Ke3 15 Nb5 Ke4 16 Nc7 and e6–e7–e8=Q.

Passive defence also does not help: 13 … Kg5 14 Kc3 Kf4 15 Kb4 Ke3 16 Kc5! etc.

Black could have played more strongly on his 7th move.

7 … Bc6! (7 … Bb7 8 Ke2 Kf7 9 Kf2 Kg6 10 Nc4! and 11 Nd6 leads to the previous variation) **8 Ke2 Kf7! 9 Nc2!** (White again finds a way to regroup) **9 … Ke6 10 Ke3 Kf5 11 Nb4! Bh1!**

The only move which allows Black to prolong his resistance. Other moves lose more quickly, by allowing White to transpose into the previous variation, e.g.:

a) 11 … Ba4 (*11 … Bb7* or *11 … Bg2* is no better) 12 Nd3! and 13 Nc5, cutting off the king.

b) 11 … Bb5 (or *11 … Be8*) 12 Nd5! and 13 Nc7.

c) 11 … Ba8 12 Na6! and 13 Nc7.

It is interesting that everywhere the knight manages to catch up with the bishop!

12 Nd3! Ke6 (13 Nc5 was threatened) **13 Kf4! Kd5 14 Nb4+!! Kc4.**

Or 14 … K×d4 15 e6 Be4 16 Kg5!, and the pawn queens.

15 d5!

The only move to win. After 15 e6 K×b4 16 Ke5 Kc4 17 Kd6 Bf3 18 e7 Bh5 19 d5 Be8 20 Ke6 Kc5 21 d6 Kc6 the result is a draw.

15 … K×b4 16 d6 Bc6 17 e6, and White wins.

130. In this position, obtained by moving example 129 one file to the right, White again wins. The winning plan is exactly the same. We give a typical example:

Averbakh, 1958

130
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Averbakh, 1958
Barasz, 1959

132
+
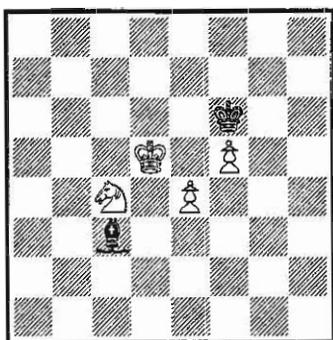
1 Nb6 Bb2 2 Nd7+ Ke7 3 Ne5 Kf6 4 Nf3 Bc1 5 Kd4 Bf4 6 Kd3 Bd6 7 Ke2 Bb8 8 Kf2 Kg7 9 Nd2! Kf6 10 Nc4 Kg5 11 Kf3 Ba7 (the bishop did not have this square in the previous example) **12 Ne5 Kf6 13 Nc6!** and **14 Kg4** followed by e4–e5+.

It is useful to note that in positions 129 and 130 White wins irrespective of where the bishop is.

Another example with bishop's pawn and central pawn is obtained by moving position 129 one file to the left.

131
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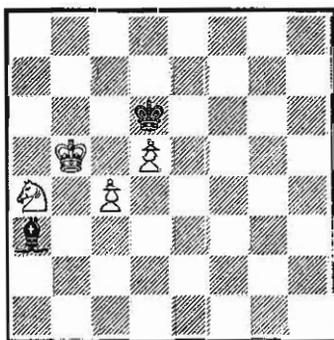
131. Here White wins very easily. After both **1 Nb6** and **1 Nc3** Black is in *zugzwang*, and is forced to allow the advance of the pawns.

It would be quite logical to ask whether or not the cause of Black's defeat was the unfortunate position of his bishop at a3. We will move the bishop to a1 and see whether White can still win.

132. The typical plan of a by-pass manoeuvre with the king in combination with a sacrifice of the knight, which was employed by White in example 129, cannot be carried out here. For example: **1 Nc5 Bd4 2 Nd3 Ba7 3 Kb4 Bd4 4 Kb3 Be3 5 Kc2 Bb6 6 Kd2 Ke7! 7 Nb2 Kd6 8 Kd3 Ke5 9 Na4 Bg1 10 Nc3 Kd6**, and on 11 Ke4 there follows 11 ... Kc5 **12 Na4+ K×c4** (*12 ... Kb4 13 c5 K×a4 14 c6 Bh2* is also possible) **13 d6 Bh2 14 d7 Bc7**, with a draw.

In comparison with position 129 the bishop has acquired the square h2, which increases Black's defensive resources.

But, as was found by F. Barasz (1959), after 1 ... Bd4 White can nevertheless win, by using the h-file for manoeuvring with his knight, e.g. **2 Ne4+! Ke5 3 Ng5! Kd6 4 Nf7+ Ke7 5 Nh6!** etc. No better is 3 ... Be3 in view of 4 Nf7+ Kf6 5 Nd6 Ke5 6 Nb7 etc.

It turns out that 1 ... Bd4 is not the strongest move. More tenacious is **1 ... Bb2**, although even then White is able to break his opponent's resistance in the same way: **2 Ne4+ Ke5 3 Ng5 Kd6 4 Nf7+ Ke7 5 Nh6! Kd6 6 Nf5+ Ke5 7 Ne7 Kd6 8 Nc8+ Kc7 9 Nb6!**, and there is no defence against 10 c5.

It will not now be difficult for us to analyze the following old example.

133. The game concluded: **1 Nb5+ Kc5 2 Nc3 Bd8 3 Ne4+ Kd4 4 Nd6 Bg5 5 Ka4 Bf4** with a draw.

Pereni–Löwenthal
London, 1851

133
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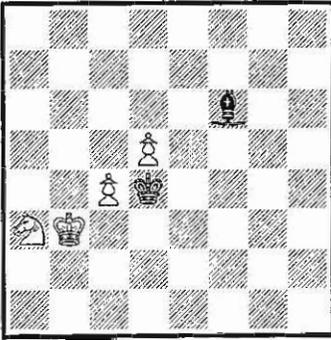
A straightforward analysis shows that the play of both sides was by no means the best. Firstly, White's last move was incorrect. After 5 Nb7! with the threat of 6 d6 he would have won easily, for example: 5 ... Ke5 6 d6 Ke6 7 Kb4 Kd7 8 Kb5 etc.

Secondly, instead of 2 ... Bd8, more tenacious would have been **2 ... Bh4,** although after **3 Na4+ Kd6 4 Kb4 Bf2 5 Nc3!** White wins as in example 132.

Now let us consider the case of bishop's pawn and knight's pawn.

Barasz, 1959

134
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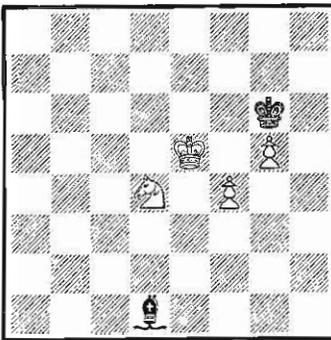
134. White succeeds in transferring his king to h4: **1 Ke4** Ba4 **2 Kf3** Kh5 **3 Kg3** Be8 (*3 ... Bd7 4 Nf3* and *5 Ne5*) **4 Nf5** Kg6 (*4 ... Bd7 5 Ne7*, and the king proceeds to f6) **5 Nd6** Bd7 **6 Kh4** followed by **7 f5+.**

More tenacious is **1 ... Bg4 2 Ke3 Bd1 3 Kf2 Kh5,** and if 4 Kg3, then 4 ... Ba4 5 Nf5 Kg6, but White plays **4 Kg2! Kh4** (4 ... Ba4 5 Kg3, as in the first variation) **5 g6 Bh5 6 Nf5+ Kg4 7 g7 Bf7 8 Nh6+.**

If on 2 Ke3 Black replies 2 ... Bd7, White wins by 3 Kf2 Kh5 4 Kf3 Be8 5 Nf5 Kg6 6 Nd6 Bd7 7 Kg3 Kh5 8 Nc4! Be6 9 Ne5, when the black king is cut off and White takes his king to f6.

New possibilities appear with rook's pawn and knight's pawn.

Averbakh 1957
from **Horwitz,** 1880

135
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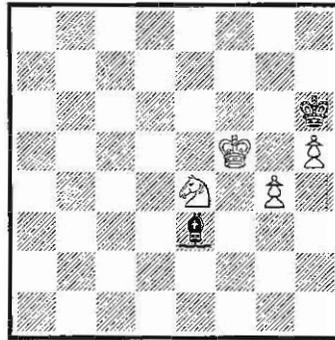
135. Here the position of the bishop is of great importance. Only with his bishop at **e3, c1, a3** or **b4** is Black able to draw! For other bishop positions White wins.

If the bishop is at e7 (also h4, d8, h8 or g7) White wins by 1 Nf6, while for all other bishop positions 1 g5+! K×h5 2 Nf6+ Kh4 3 g6 and 4 g7 decides the game.

Let us see how Black draws with his bishop at e3.

1 Nd6 Bc1! The only move; all others lose:

a) 1 ... Bd2 2 Kf6! Bc3+ (*2 ... Bg5+ 3 Kf7 Bd2 4 Nf5+ Kh7 5 Kf6 Bc3+ 6 Kg5 Bd2+ 7 Kh4 Be1+ 8 Ng3* and *9 g5*) 3 Kf7 Kg5 4 Ne4+! K×g4 5 Kg6! Bg7 6 Ng5 Kh4 7 Ne6 Bh8 8 h6 Kg4 9 h7 etc.

b) 1 ... Bf2 2 Kf6 Bh4+ 3 Kf7 Bg5 4 Nf5+ Kh7 5 Ke6 Bd8 (*5 ... Bd2 6 Kf6* has already

been considered, while on *5 ... Kg8* there
follows *6 Nd6 Kh7 7 Kf5 Be7 8 Ne4 Kh6 9 Nf6*
and *10 g5*) 6 Ne7 Kh6 7 Kf6, 8 Nf5+ and
9 g5.

c) 1 ... Bd4 2 Kf4! followed by 3 Nf5+ and
4 g5.

d) 1 ... Bc5 2 Nf7+ Kg7 3 Ke6! Be3 4
Nd6! (*4 g5 B×g5 5 N×g5 Kh6* would have
been a bad mistake, but now White is able to
exploit the poor position of the bishop to
make a favourable regrouping) 4 ... Bg5 5
Kf5 Be7 6 Ne4 Kh6 7 Nf6 and 8 g5.

2 Nf7+ Kg7 3 Ng5.

Nothing is achieved by 3 Ke6 Bf4 4 Kf5
Bc1 5 Ne5 Kh6 6 Nd3 Bg5! 7 Nc5 Bc1 8 Ne6
Ba3.

3 ... Kh6 4 Ne6 Ba3!

Again the only move, in view of the threat
of 5 Nf4. Now on 5 g5+ there follows 5 ...
K×h5 6 Kf6 Bb2+ 7 Kf7 Bc3 8 g6 Kg4, with
a draw.

5 Nf4 Be7 6 Nd5 Bg5 7 Nf6 Bc1.

Black succeeds in parrying White's threats.

No better would have been 1 Kf6 Bd4+
2 Kf7 Be3 3 Nf6 Kg5 4 Ng8 K×g4.

Had the bishop been at b4 (or a3), White
could not have won by **1 g5+ K×h5 2 Nf6+
Kh4 3 g6** in view of 3 ... **Bf8**, e.g. 4 Ne8 Kh5
5 Kf6 Kg4 6 Kf7 Bh6 7 Nf6+ Kg5! 8 Ng8 Bf8
9 Ne7 Bh6, with a draw.

After **1 Ng5** (with the bishop at b4) Black
has only one reply, although it is adequate:
1 ...Ba3! (not 1 ... Bd2 2 Nf7+ Kg7 3 Nd6
Kh6 4 Kf6! Bc3+ 5 Kf7 Kg5 6 Ne4+, win-
ning as already considered) **2 Nf7+ Kg7
3 Ke6 Bc1** etc.

136. A similar position, but one rank further
up the board, was reached in variations 'a'
and 'b' in the analysis of example 135. The
evaluation remains the same: White wins even
if it is Black to move.

1 ... Bd7 (1 ... Bd1 loses quickly after
2 Kf5 Bc2+ 3 Kg4 Bd1+ 4 Kh3 and 5 g4)
2 Ke5 Bg4 3 Ke4! Bc8.

Averbakh & Geller, 1954

136
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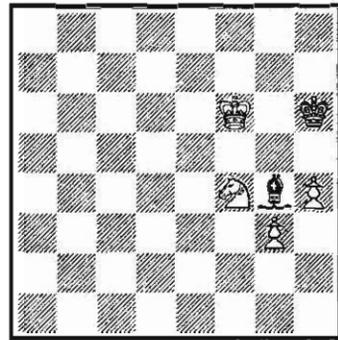
Black is forced to leave g4, since on 3 ...
Kg7 White has the quickly decisive 4 Nd5
Kh6 5 Kf4 Be6 6 Ne3 Kh5 7 Nf5 and 8 g4.
If instead 3 ... Bd7, then 4 Nd5 Be6 5 Ke5!
(*5 Ne3 Kh5 6 Kf4 Bb3!*) 5 ... Bc8 6 Kf4 Kh5
7 Ne3 Ba6 8 g4+!, winning as in variation 'b'
below.

4 Nd5 Kh5 5 Ke5!

This is the whole point: now 5 ... Bb7 or
5 ... Ba6 loses immediately to 6 Nf6+ and
7 g4, while 5 ... Bd7 loses the bishop. Black
has a choice of three continuations, but none
is good enough:

a) **5 ... Kg4 6 Nf6+ K×g3 7 h5 Ba6 8 h6
Bd3 9 Ne4+** and **10 h7.**

b) **5 ... Kh6 6 Kf4 Kh5 7 Ne3 Ba6** (7 ...
Bh3 8 Nf5 etc.) **8 g4+! K×h4 9 Nf5+ Kh3
10 g5 Bc4 11 g6 Bb3 12 Kg5 Bc4 13 g7.**

c) **5 ... Bh3 6 Nf4+ Kg4 7 N×h3.**

Averbakh, 1958
Chéron, 1964

137
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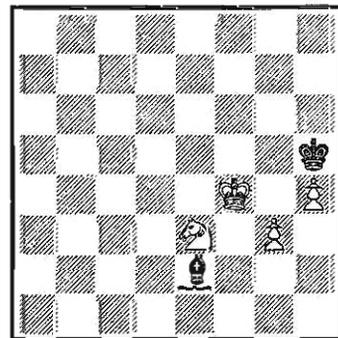
137. This position is obtained by moving example 135 one rank down the board. Here the bishop's diagonal is too short, a factor which White is able to exploit*.

1 Nd5 Bd1!

The best reply. Black loses after either 1 ... Ba6 2 Nf6+ Kg6 3 Ne8 Kh5 4 Ng7+ Kg6 5 Nf5, or 1 ... Bb5 2 Nf6+ Kg6 3 Ke5 Be2 4 Nd5 and 5 Nf4, transposing into position 136.

2 Nf6+ Kg6 3 Ke5 Bf3!

Again the best reply. If 3 ... Be2, then 4 Nd5 and 5 Nf4, while on 3 ... Kh6 4 Kf5 Bc2+ 5 Kg4 Kg6 (5 ... Bd1+ 6 Kh3 Kg6 7 Nd5, and otherwise 6 h5) 6 Nd5 Bf5+ 7 Kf4 (f3) White plays g3-g4.

4 Nd5 Kh5 5 Ne3!

Now, since the king cannot move because of 6 Kf4 and 7 g4, Black has two bishop moves:

a) **5 ... Be2 6 Kf4!**

Giving Black the move is the point of White's manoeuvres. The bishop is forced to withdraw.

6 ... Bb5.

If 6 ... Bd3 or 6 ... Ba6, then 7 g4+ K×h4 8 Nf5+ Kh3 9 g5 Bc4 10 g6 Bb3 11 g7 and White wins, e.g. 11 ... Bg8 12 Kg5 Bh7 13 Nh6 Kg3 14 Nf7 Kf3 15 Kh6 Bg8 16 Kg6 Kf4 17 Nh6 Bc4 18 Nf7 Bd3+ 19 Kh6.

7 Nf5! Be2 8 Ng7+ Kg6 9 Ne6! Kh5 (9 ... Bc4 10 Ke5 Kh5 11 Kf5 comes to the same thing) **10 Kf5! Bd3+.**

White's task is simpler after 10 ... Bg4+ 11 Kf6 Bd1 12 Nf4+ Kg4 13 h5!, when the pawn cannot be stopped.

11 Kf6 Kg4.

No different is 11 ... Bh7 12 Nf4+ Kg4 13 h5 K×g3 14 Kg5!, joining the main variation.

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* In the 1st edition of this book (1958) this position was considered to be a draw. The author found the winning path only twenty-two years later, but then learned that Chéron had discovered the win earlier.

12 Nf4 K×g3 13 Kg5!, and we reach position 95 which is won for White.

b) 5 ... Bc6 6 Nd5! Kg4 (the threat was 7 Nf6+ and 8 g4) 7 Nf6+ K×g3 8 h5 Bb5 9 h6 Bd3 10 Ne4+ and 11 h7, and wins.

The following is an interesting drawn position.

Fine–Reshevsky
Semmering–Baden, 1937

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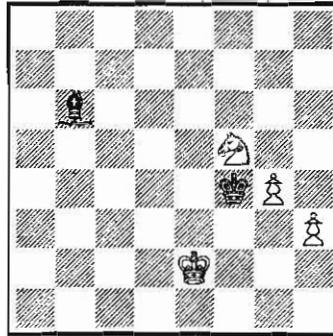
138. To win, White must bring his king across to his pawns, but this is not easily done. For example, on 1 Kf1 with the threat of 2 Kg2 there can follow 1 ... Kf3! 2 g5 Bd8 3 g6 Bf6, and if 4 g7, then 4 ... B×g7 5 N×g7 Kg3, winning the h-pawn. White therefore decided to start his king off on a lengthy raid:

1 Kd3 Bd8 2 Kd4 Bf6+ 3 Kd5 Bh8 4 Kd6 Be5+ 5 Ke6 Ba1 6 Ke7 Bb2 7 Kf7 Kg5!

White was threatening to win quickly by 8 Kg6 and 9 g5. Once Black had parried this threat, there was nothing else for White to do than agree a draw.

Now that we are familiar with the features of diagonal positions, we can consider the general procedure for advancing connected passed pawns.

139. We know that in positions with pawns in diagonal formation there can be difficulties over realizing the advantage. Therefore here White should move his pawns so as to avoid diagonal positions, and this he is able to do.

1 Kc2 Be6 2 Nd3 Bg8 3 Kb2 Be6 (Black has to wait passively) **4 Ka3 Bg8 5 Nb2 Bf7 6 b4! Be8.**
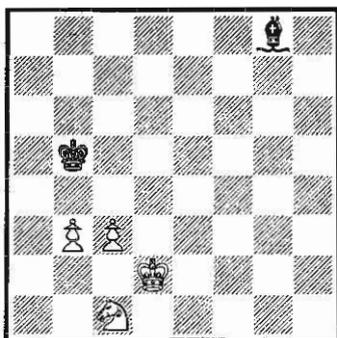
Since 6 ... Bg8 is all the same met by 7 c4+, Black regroups.

7 c4+ Ka6 8 Kb3 Kb6 9 Kc3 Bd7 10 Kd4 Bc6 11 Nd1 Be8 12 Nc3 (White prepares to advance his pawns a further rank forward) **12 ... Kc6 13 c5 Bd7 14 b5+ Kb7 15 Kc4 Kc7 16 Nd5+ Kb7 17 Kb4 Be8 18 Ka5 Bd7 19 Nb4 Be8 20 b6 Bh5 21 c6+** and **22 b7.**

This winning plan may not be the quickest, and it is not of course the only one, but it undoubtedly gives Black no chances.

It is useful for the reader to note how White's king and knight 'sealed' the gaps between his pawns, preventing the black pieces from becoming established there.

Here the white king here required the rook's file for its manoeuvres; therefore in positions with rook's pawn and knight's pawn this plan will not work.

Averbakh, 1958
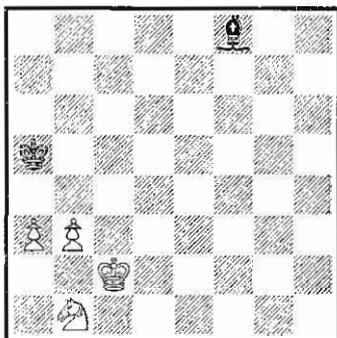
140. In the initial stage White has significant difficulties to overcome.

1 Kb2 Be7 2 Nc3.

Now Black has three possibilities:

a) **2 .. Bf8 3 Nd5! Bg7+** (or 3 ... Kb5 4 b4 Kc4 5 Ne3+ Kd3 6 Ng4 Kc4 7 Ne5+ Kd5 8 Ng6 B∞ 9 Kb3 Kc6 10 Kc4, joining the main variation) **4 Ka2 Kb5.**

If 4 ... Be5, then 5 b4+ Ka4 6 Nb6+ Kb5 7 Nd7 B∞ 8 Kb3 etc., while on 4 ... Bd4 there follows 5 b4+ Ka4 6 Nf4! Bc3 7 Nd3 followed by 8 Nb2+ and 9 Kb3.

5 Nf4! Bf6 (5 ... Bf8 6 Nd3 Bd6 7 Kb2! Be7 8 b4 Kc4 9 Kc2, then 10 Nb2+ and 11 Kb3) **6 Nd3! Be7 7 b4 Kc4 8 Nb2+ Kc3 9 Na4+ Kc4** (after 9 ... Kc2 10 b5 Bd6 11 b6 the pawn queens) **10 Nb6+ Kb5 11 Nd5! Bd8 12 Kb3.**

The first stage has been completed, and the pawns can now advance. The rest is much simpler.

12 ... Kc6 13 Kc4 Bg5 14 a4 Bd8 15 a5 Kd6 16 a6 Kc6 17 b5+, and White wins.

b) **2 ... Bc5 3 Nd5 Kb5! 4 Nf4!** (not 4 b4? Kc4! with a draw) **4 ... Bf8 5 Nd3 Bg7+ 6 Ka2 Bf8** (if 6 ... Bf6, then 7 a4+ Ka5 8 Ka3 and 9 b4) **7 b4 Kc4 8 Ne5+!**

But not 8 Nb2+? Kc3 9 Na4+ Kc4 10 Nb6+ Kb5 11 Nd5 Kc4 12 Ne3+ Kc3, when White has not made any progress.

8 ...Kc3 (if 8 ... Kd5, then 9 Nd7 and 10 Kb3) **9 b5!** (White does not achieve anything by 9 Nc6 Kc4 10 Na5+ Kc3) **9 ... Kd4 10 Nd7 B∞ 11 b6,** and White wins the bishop for the pawn.

c) **2 ... Bd6 3 Nd5 Kb5 4 b4 Kc4 5 Ne3+ Kd3 6 Nf5 Bf8 7 Kb3 Ke4** (a desperate attempt to win the knight, but it is easily parried) **8 Nh4 Be7 9 Ng6 Bd6 10 Kc4 Kf5 11 Kd5,** and White wins easily.

Thus we have established that against connected pawns the defender can gain a draw only in certain diagonal positions.

If the pawns are on the same rank, the stronger side normally wins.

With rook's pawn and knight's pawn additional efforts are required to ensure their successful advance.

1.42 Two isolated pawns

With isolated pawns the stronger side normally wins. However, if his pieces are badly placed this can create significant difficulties in realizing the material advantage. There are also some exceptional positions where the win is altogether impossible.

The stronger side has to defend (usually with his knight) the pawn which is opposed by the enemy king, and advance the other pawn with the support of his king.

Neustadtl, 1894

141
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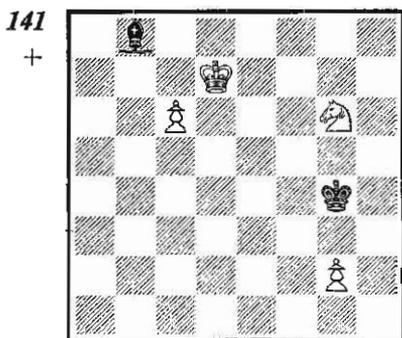
141. The g-pawn is threatened, but White succeeds in defending it: **1 Kc8 Bd6 2 Ne7!** **Be5** (not 2 ... B×e7 3 Kd7, or 2 ... Kg3 3 Nf5+) **3 Kd7 Bb8** (3 ... Kg3 4 Nf5+ and 5 Nd6) **4 Nd5 Kg3 5 Ne3.**

White has achieved his aim. He threatens **6 c7**, and on 5 ... Kf2 he wins by 6 g4 K×e3 7 g5.

Note that on 1 ... Bg3 (h2) White would have played 2 Kb7 Bd6 3 Ne7! Kf4 4 Nd5+ Kg3 5 Ne3 Kf2 6 g4 K×e3 7 g5 etc.

This was the composer's idea: to defend the pawn by accurate play. But this winning procedure is not the only one. Often an alternative plan is possible, in which one of the pawns is sacrificed to divert the opposing king, when a won ending with one pawn is reached.

In position 141 this plan is also feasible. For example: **1 Ne7 Kg3 2 Nd5 K×g2**, and instead of giving the remainder of the solution we refer the reader to position 70. The black king is outside the drawing zone, and after 3 Nc7 White wins.

If instead 1 ... Kf4, the 2 Nd5+ Ke4 3 Nc3+ Kf4 (or *3 ... Kd3 4 g4*) 4 Ne2+ Ke3 5 g4.

Also possible is the winning method given by Fine: **1 Nf8 Kf5** (1 ... Kg3 2 Ne6 K×g2 3 Nc7) **2 Ne6 Bg3 3 Nd4+ Ke4 4 Ne2 Be5 5 c7** etc.

It is thanks to the possibility of a pawn sacrifice that White wins in the next two positions.

de Guise–Preti
1849

142
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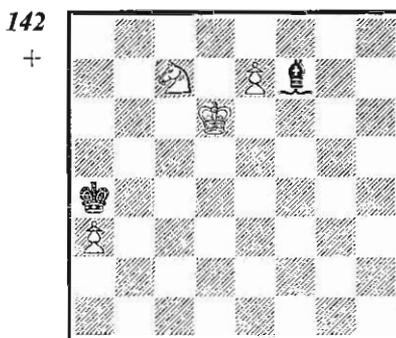
142. The pawn cannot be defended, but it is in fact a 'Greek gift'. The continuation was **1 Ke5! Bh5.**

But why not 1 ... K×a3? It turns out that capturing the pawn allows White a tempo for a decisive knight manoeuvre: 2 Kf6 Bh5 3 Nb5+!, 4 Nd6 and 5 Nf7.

2 Kf6 Ka5 3 Kg7 Kb6 (Black has decided to give up his bishop for the e-pawn, and then attempt to combat the a-pawn with his king) **4 Nd5+!** (of course, not 4 e8 = Q?

B×e8 5 N×e8 Ka5, with a draw) **4 ... Kc5 5 Nf6 Kd6 6 N×h5 K×e7 7 Nf4** (the rest is very simple) **7 ... Kd6 8 Nd3 Kd5 9 Nb4+ Kc4 10 Nc2,** and White wins.

Kalinin, 1960

143 +
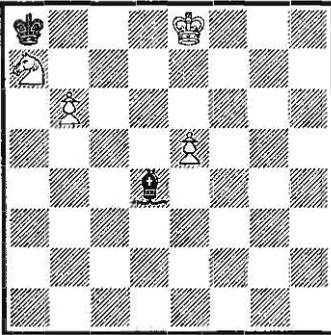
143. After **1 e6 B×b6** White exploits the unfortunate position of the enemy king in the corner: **2 Kd7 Bc5 3 Nc8 Bf8 4 Kc7! Ba3 5 Nd6** etc.

But what if Black does not immediately take the pawn? Let us see: **1 ... Kb7 2 Nb5 Bf2** (if *2 ... Bc5 3 Nc3 B×b6 4 Ne4 Kc8 5 Nd6+ Kc7 6 Kf7,* and White wins) **3 Nc3! K×b6 4 Kf7 Bh4** (*4 ... Bc5 5 Na4+*) **5 Nd5+** and **6 Nf6.**

Veurman, 1936

144 +
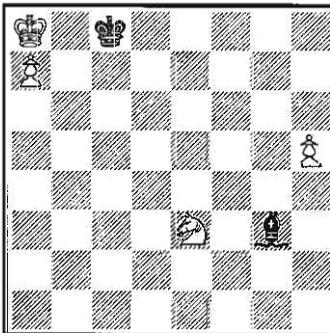
144. At first sight White's task does not seem difficult. Black's forces are scattered: his king is blocking in the opposing king,

while his bishop has to stop the h-pawn. With the support of the knight the h-pawn can advance to the queening square, when the bishop has to be given up for it, after which the knight goes to the aid of its king and drives away the black king. Let us try this direct plan: 1 h6 Bf4 2 h7 Be5 3 Nc4 Ba1 4 Nd6+ Kc7 5 Nf7 Kc8! 6 h8=Q+ B×h8 7 N×h8 Kc7! We have succeeded in winning a piece, but we are unable to win the game, since the knight is powerless to drive the king from c7 and c8. For example: 8 Nf7 Kc8 9 Nd6+ Kc7.

In order to drive away the king, White would have to give his opponent the move, but this is impossible since the knight alone cannot gain a tempo. Now White's task becomes clear. He must not only win the piece, but must also obtain the position after Black's 7th move with the king at c8. Then after 8 Nf7 Kc7 9 Nd6 Black will be in *zugzwang* and will be forced to allow the white king out of the corner. This is achieved as follows:

1 Nc4! Kc7.

No better is 1 ... Bf4 2 Nb6+ Kc7 3 Nd5+, 1 ... Bh4 2 h6 Bf6 3 Nd6+ Kc7 4 Ne8+, or 1 ... Bf2 2 h6 Bd4 3 Nd6+ Kc7 4 Nb5+.

2 h6 Bh4 3 Nd6!!

A splendid move, which is also decisive if on his 2nd move Black plays 2 ... Bf2 or 2 ... Be1. The squares f6, d4 and c3 are now inaccessible to the bishop because of a fork. Black has one way of stopping the pawn, but it allows White to win the necessary tempo.

3 ... Bg3 4 h7 Be5 5 Nf7! Ba1 6 h8=Q B×h8 7 N×h8 Kc8, and the aim is achieved.

If the pawns are close to each other, it is more difficult to separate the defender's pieces, and the win normally requires the advance of both pawns.

The features of such endings are well illustrated by the following examples.

Buerger–Sultan Khan
London, 1932

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146
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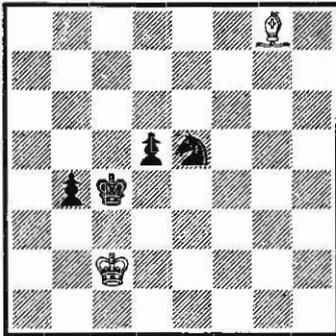
145. Black's king is rather tied to the defence of his d-pawn. In order to free his king for active play, Black must deploy his knight such that it defends his d-pawn and supports the advance of his b-pawn. This can be done from b6, and so Black transfers his knight there.

1 ... b3+ 2 Kb2 Nd3+ 3 Kb1.

On 3 Ka3 Black wins quickly by 3 ... b2! 4 Ka2 Kc3! 5 Kb1 (*5 B×d5 Nb4+*) 5 ... Nb4 6 Bf7 d4 7 Bg6 d3 8 Bh5 d2 9 Bd1 Nd3 and 10 ... Nf2.

3 ... Nc5! 4 Bf7 Na4 5 Be8 Nb6! 6 Kb2 Kb4 7 Bf7 Nc4+ 8 Kc1 Kc3!, and White resigned.

The knight could also have been transferred to b6 more quickly, for example by 1 ... Nd7 2 Be6 Nb6 3 Bf7 b3+ 4 Kb2 Kb4 etc. On 2 Bh7 there could have followed 2 ... b3+ 3 Kd2 Nb6 4 Bd3+ Kd4! and 5 ... Nc4+.

From the standpoint of overcoming technical difficulties, the most interesting positions are those with rook's pawn and bishop's pawn, and we will look at these in some detail.

146. This position is reached (with colours reversed) by moving position 145 one file to the left.

The simplest way to win is by the knight manoeuvre just examined: **1 Nc2!**, when there are two main variations:

a) **1 ... Bd3 2 Na3 Be2 3 a6+ Ka7** (3 ... Kc7 4 Kc5! Bf3 5 Nb5+ Kb8 6 Kb6 comes to the same thing) **4 Ka5 Bf3 5 Nb5+ Kb8 6 Kb6 Kc8 7 a7** and **8 Nc7**, with an easy win.
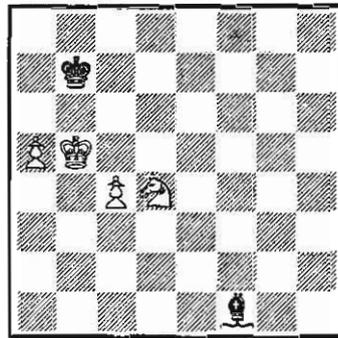
b) **1 ... Bh3 2 a6+ Ka7** (if 2 ... Kc7, then 3 Na3 Bd7+ 4 Kc5 followed by 5 Nb5+, as in variation 'a') **3 Ka5 Bc8** (the threat was 4 Na3 and 5 Nb5+) **4 Nb4 Bd7** (on 4 ... Be6 there can follow 5 Nc6+ Ka8 6 c5 Bc8 7 Ne7! Be6 8 Kb6 and c6-c7-c8, but not 7 Kb6 B×a6) **5 c5 Be8 6 c6** (also possible is Nd5-c3-b5, transposing into variation 'a') **6 ... Bh5 7 c7 Bg4 8 Nc6+ Ka8 9 Kb6 Bc8 10 a7** (but not 10 Ne7 B×a6) **10 ... Bd7 11 Nd4 Bc8 12 Nb5 Bd7 13 c8=Q+ B×c8 14 Nc7 mate.**

Here White's pieces were well placed, and so it was fairly easy for him to win, although at the end he had to reckon with stalemating possibilities.

If the pieces are badly placed the win is made more difficult. The following is a typical example.

147
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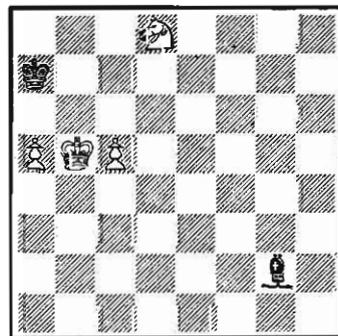
147. This position could have occurred in the game Boleslavsky–Rudakovsky (Moscow, 1945).

How is White to realize his advantage here? Boleslavsky gives the following variation: **1 c6 Bf1+ 2 Kc5 Ka6 3 c7 Bh3 4 Nc6 Bc8 5 Kd6** Bb7 6 Kd7 Kb5. It would appear that Black has achieved a great deal — White loses a pawn. But there follows 7 Ne5! K×a5 8 Nc4+ Kb4 9 Nd6 Bg2 10 Ke6 Bh3+ 11 Nf5, and White wins. This is correct. It should be added that instead of 7 ... K×a5 Black could have played 7 ... Ba6, when White has only one way to win: 8 Nc4! K×c4 9 Kc6! Kd4 10 Kb6 Bc8 11 a6 etc. Finally, on 7 ... Kb4 there could have followed 8 Nf7! K×a5 (if *8 ... Kc5 9 Nd6 Ba6, then 10 c8=Q+ B×c8+ 11 K×c8!*) 9 Nd6 Ba6 10 Kc6 followed by 11 Nb7.

But these variations by no means exhaust Black's defensive possibilities. Instead of 5 ... Bb7, possible is **5 ... Kb7**, after which White's task is much more difficult. Then he has the following plan: **6 Ne5! Ka6 7 Nc4 Kb5 8 Nb6 Ba6 9 Nd7 Bb7 10 Nc5 Bc8 11 a6! Kb6 12 a7! K×a7 13 Ke7 Kb6 14 Kd8,** and wins.

Here White carried out a plan which we have already considered: he sacrificed a pawn, diverted the opposing king, and obtained a won ending with just one extra pawn. But to the very last moment the success of the plan hung by a thread, and depended on a single tempo.

Averbakh, 1958

148
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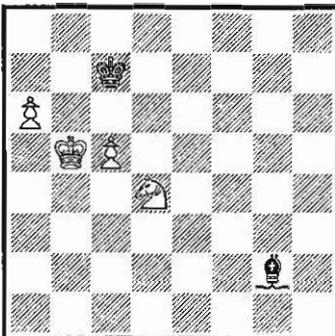
148. On looking at this diagram it is difficult to believe that Black loses only because his bishop has insufficient squares on the long diagonal. But, as we will see later, this is indeed so. Let us ponder over the position. Is White threatening 2 c6? It turns out that he is not: Black plays 2 ... Bf1+ 3 Ka5 Bg2! and after 4 a7 the bishop sacrifice 4 ... B×c6! 5 N×c6 Kb7 gives him a well known drawn position. White's main threat is the manoeuvre 2 Ne6+ Kd7 3 Nf4! and 4 Kb6, with an easy win.

Black defends against this threat by **1 ... Bf1+ 2 Ka5 Bg2!**

On 1 ... Bh1, 1 ... Ba8 or 1 ... Bd5 White wins by 2 c6 followed by 3 Kc5 and 4 Nb5+, while 1 ... Bh3 2 Ka5 Bg2 leads to the main variation.

3 Kb4!!

A quiet move, difficult to find, which wins by force! Black is unexpectedly in a position of complete *zugzwang*. Any move is unfavourable for him! Consider the main continuations:

a) **3 ... Bf1 4 Nb5+ Kc6 5 a7! Kb7 6 c6+! Ka8 7 Ka5 B×b5** (7 ... Bg2 8 Kb6 and 9 Nc7 mate) **8 K×b5 K×a7 9 Kc5 Kb8 10 Kd6.**

b) **3 ... Be4 4 Nb5+ Kd7!** (4 ... Kc6 loses quickly to 5 a7 Kd7 6 Ka5 and 7 Kb6) **5 Nd6! Ba8!** (a bishop move to any square from d5 to h1 is met by 6 Kb5 Kc7 7 Ne8+ Kd7 8 Kb6! K×e8 9 c6, while if 5 ...Bc6, then 6 Ka5 Kc7 7 Nb5+ and 8 Kb6) **6 Nc4! Kc7 7 Nb6, 8 a7 and 9 a8=Q.**

c) **3 ... Bd5 4 Kb5 Be4 5 Ne6+** (but not 5 c6? Bd3+ 6 Ka5 Be4! 7 a7 B×c6! 8 N×c6 Kb7, with a draw) **5 ... K∞ 6 Ng5!** and **7 Kb6.**

Up till now we have been considering positions with a bishop's pawn and rook's pawn, where the corner square in front of the rook's pawn has been accessible to the bishop. We will now study a few examples where it is inaccessible.

Cohn–Lowtzky
Abbazia, 1912

149
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Gurvich, 1929

150
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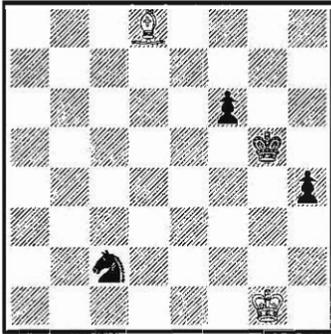
149. 1 ... Nd4 2 Kf2 Nc6! (before begin-
ning active play, Black has to break the pin)
3 Bb6 Kg4 4 Bc7 f5 5 Bd6 f4 6 Bc7 Nd4 7 Bd6
(White can only wait to see what Black will
do) **7 ... Kf5 8 Bc7 Ke4 9 Kg2 Nf5 10 Kh3.**

Black is threatening with the support of his
king to begin advancing his f-pawn, and so
White launches into a counter-attack. Passive
defence also does not help, e.g. 10 Bb6 Ne3+
11 Kg1 f3 12 Bc7 h3 13 Bd6 Ng4 14 Bg3
(if *14 Bc7*, then *14 ... f2+ 15 Kf1 Kf3*)
14 ... Ke3 15 Bh4 Ke2 16 Bg3 f2+ 17 B×f2
N×f2 18 Kh2 Kf3 etc.

10 ... Ke3 11 Kg4 f3 (Black can even permit
himself this luxury) **12 K×f5 h3 13 Kg4 h2 14
B×h2 f2** White resigns. The knight sacrifice,
with the aim of obtaining two advanced
pawns which the bishop cannot stop, is also
a typical procedure in this ending.

But in the given example there was no need
for Black's showy play. He could have won
more prosaically by 7 ... h3 8 Bc5 (*8 Kg1
Kg3 9 Bc5 Nf3+ 10 Kh1 Ne5 11 Kg1 Nd3* comes
to the same thing) 8 ... Nf3 9 Bb6 Ne1!
10 Kg1 Nd3 11 Kh2 f3 12 Kg1 Kg3 13 Ba7
(or *13 Bc7+ Nf4 14 Bb6 Ne2+ 15 Kh1 f2*)
13 ... h2+ 14 Kh1 f2 15 B×f2+ N×f2
mate.

The further advanced the pawns are in
such endings, the greater the various draw-
ing chances associated with the proximity to
the edge of the board.
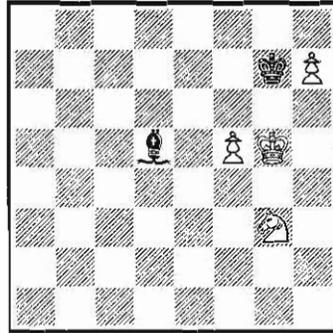
150. Here White has constantly to reckon
with Black's stalemating attempts, although
by exact play he is able to suppress them.

1 Nh5+ Kh8 2 Kh6! (not 2 Kg6? Be4 and
3 ... B×f5) **2 ... Be4!** (or 2 ... Bf7 3 Nf4
Be8 4 f6 Bf7 5 Nd3 Bg6 6 Ne5! Be8 7 f7 B×f7
8 N×f7 mate) **3 f6 B×h7 4 f7 Bg8! 5 f8=B!**
(5 f8=Q or 5 f8=R leads to stalemate)
5 ... B∞ 6 Nf6 and **7 Bg7** mate.

Positions 151—153 show some rare in-
stances where the material advantage cannot
be realized.

151
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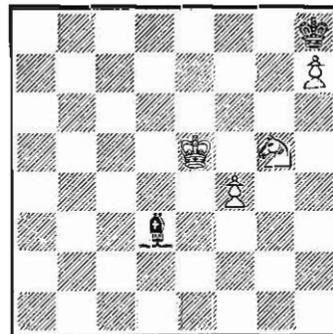
151. White cannot play **1 f5** because of
1 ... B×f5, with a theoretical draw. Equally
unpromising is **1 Ne4 K×h7 2 f5 B×e4 3
K×e4 Kg7.** If his pawn were already at f5,
White would win: 1 f6 Bg6 2 Ke6 Bh5 3 Ke7
Bg6 4 Ne6! Bh5 5 Nf4 etc.

152
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153
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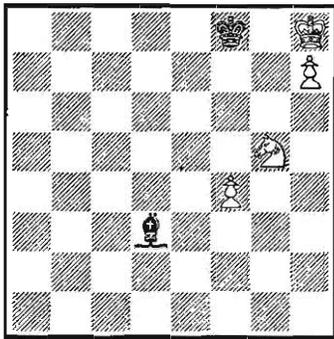
152. The black king has blocked in its opposite number, which has no way of breaking out of the trap. For example: **1 Nf3 Bb1 2 Nd4 Kf7 3 Nb5 Kf8 4 Nd6 Bc2 5 f5 B×f5!** (the simplest, although 5 ... Bd3 6 f6 Bb1 is also possible, when White is unable to strengthen his position) **6 N×f5 Kf7.**
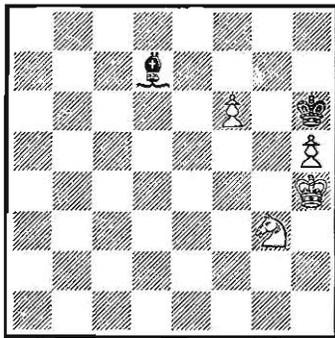
153. Here too all White's aggressive attempts are parried by accurate defence: **1 Ne2 Be8 2 Nf4 Bf7 3 Kg4 Bb3 4 Kf5 Bf7! 5 Ke4 Kg5! 6 Ke5 Bg8!**

6 ... Be8 loses to 7 Ke6! K×f4 8 h6, whereas now White is unable to do anything.

2 ... Bd7 would have been a mistake, since after 3 f7! Kg7 4 Ng6 K×f7 5 Ne5+ White wins.

But had the pawn been at f4, White would have been able to win.

154. 1 f5 would be a mistake in view of 1 ... Ba4! 2 Kg4 (2 f6 Bd7!) 2 ... Bd1+ 3 Kf4 Bb3 4 Ke5 Kg5 5 Kd6 Bc2 with a draw. The correct continuation is **1 Ne4! Be8 2 Nf6 B∞ 3 Ng4+ Kg7 4 Kg5,** with an easy win.
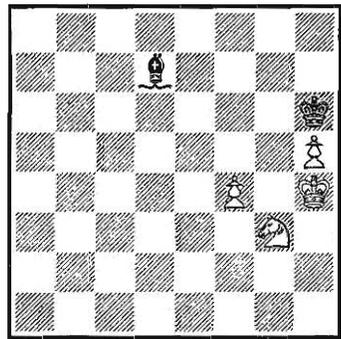
Therefore the pawns must be advanced extremely cautiously in this ending, to avoid the creation of the blockade positions just examined.

Averbakh, 1958

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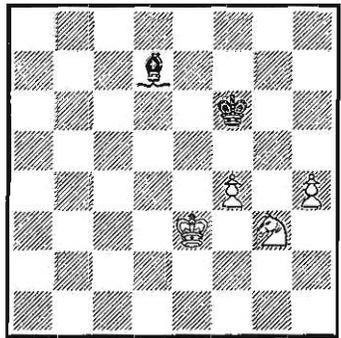
155. White's basic difficulty here is whether he can use his king to support the advance of his pawns. Let us try doing this, by approaching with the king from the rear: 1 Ke4 Bc6+! (the threat was 2 f5 with an easy win) 2 Kd4 Bd7 3 Kd5 Ba4 4 Kd6 Bc2! (the attempt to prevent the advance of the king could have a sad end: 4 ... Bb5 5 h5 Ba4 6 f5 Kg5 7 Ke7, and White wins) 5 Kd7 Bd3 6 Ke8 Bc2 7 Kf8 Bd3 8 Kg8 Kg6 9 h5+ Kf6 10 h6 (10 f5 Kg5 11 Kg7 B×f5) 10 ... Kg6 11 h7 Bc4+ 12 Kh8 Kf7, and we reach position 152.

Thus the attempt to approach from the rear is unsuccessful. The winning procedure is in fact extremely complicated and instructive.

1 Kf3 Bc8 (Black cannot move his bishop off the h3–c8 diagonal, since then f4–f5 gives White a quick win) **2 h5 Bd7** (on 2 ... Ba6 White wins by 3 Kg4 and f4–f5) **3 Ne4+ Kf5.**

On 3 ... Kg7 there would have followed 4 Kg3 Bc6 (4 ... *Kh6 5 Kh4 Be8 6 Nf6* and *7 Ng4+*) 5 Nf2 Kf6 6 Ng4+ Kf5 7 h6 Kg6 8 Ne5+.

4 Nd6+! Kf6! (or 4 ... Ke6 5 h6 Kf6 6 f5, and wins) **5 Kg3! Be6!**

As we will see later, 5 ... Ba4 would have made things easier for White. Incidentally, this move conceals a subtle trap. It appears that White now wins by 6 h6, and if 6 ... Kg6 7 f5+, but after 6 ... Bg8! 7 f5 Kg5! the game ends in a draw.

6 Ne4+ Kf5 7 Ng5! Bc8!

This is Black's best defence, the alternatives being 7 ... Bb3 8 h6 Kg6 9 h7 Kg7 10 f5!, or 7 ... Bd7 8 Nf3 Kf6 9 h6! Be6 (*9 ... Kg6 10 Ne5+*) 10 Nh4! Bg8 11 Kg4 and 12 f5, or, finally, 7 ... Bg8 8 Nf3 Kf6 9 Nh4 Kg7 10 Kg4 etc.

8 Nf3 Kf6! 9 Nh4! Kg7! 10 Ng2! (it is not yet too late to go wrong; 10 f5 Kh6 11 Kg4 Ba6! 12 f6 Be2+ leads only to a draw) **10 ... Kf6 11 Ne3! Ba6!**

Bitter necessity forces the bishop to abandon the h3–c8 diagonal: there are insufficient squares on it! In fact, on 11 ... Bd7 there follows 12 Ng4+ Kf5 13 h6 Kg6 14 Ne5+, and on 11 ... Be6 — 12 Kh4! Bc8 (if *12 ... Bg8* or *12 ... Bb3*, then *13 f5*, while if *12 ... Bd7*, then *13 Ng4+ Kf5 14 h6*) 13 Nd5+! Ke6 (*13 ... Kf5 14 Ne7+*) 14 Kg5, and White wins.

12 Kh4! Bd3 13 Ng4+ Kf5 14 Ne5! Be4.

The bishop cannot move off the b1–h7 diagonal: 14 ... Bb5 15 h6 Kf6 16 f5!, while if 14 ... Bc2, then 15 Kg3! Bb3 (*15 ... Kf6 16 Ng4+!*) 16 Nf3 Kf6 17 Nh4 Kg7 18 Kg4 Kh6 19 Nf5+. But now the bishop has insufficient squares on the b1–h7 diagonal.

15 Kg3!

After this prosaic move Black is in *zugzwang*:

a) **15 ... Bb1 16 Ng4 Bd3** (16 ... Be4 17 Ne3+ Kf6 18 Kg4! and 19 f5) **17 h6 Kg6 18 Ne5+.**

b) **15 ... Bc2 16 Ng4 Bb1** (16 ... Ba4 17 Ne3+ Kf6 18 Kg4! and 19 f5) **17 Ne3+ Kf6** (17 ... Ke4 18 f5 etc.) **18 Kg4 and 19 f5.**

As a result of truly titanic efforts White succeeded in breaking the blockade ring, approaching the pawns with his king, and supporting their advance. But this cannot always be done.

Flohr–Bernstein
Zurich, 1934
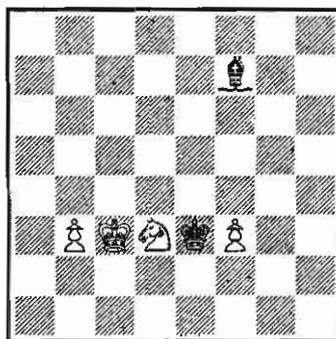
win or draw?

156. This position is a classic example of a blockade. The game concluded: **1 b4 Be8! 2 Ne1 Bb5! 3 Nc2+ Kf4 4 Kd2** (4 Nd4 Ba6) **4 ... Bc4 5 Ne1 Ba6.** Drawn.

This ending was the subject of numerous analyses, including ones by Rinck and Chéron.

They established that after **2 f4** the only way to draw was by **2 ... Bd7!!** (2 ... Bb5 loses after 3 f5! Ke4 4 f6 Be8 5 b5 Kd5 6 Kb4 Ke6 7 b6 Bc6 8 Ne5 Ba8 9 f7 Ke7 10 Kb5 Bb7 11 Nc4) **3 Ne5** (3 Kc4 Be6+ 4 Kc5 K×d3 5 b5 Ke4 6 b6 Bc8, with a draw) **3 ... Bf5** (3 ... Bh3 is also possible) **4 b5 K×f4 5 Kd4 Be4 6 Nc6 Bg2 7 Kc5 Bf1 8 b6 Ba6 9 Na5 Ke5! 10 Kc6 Kd4 11 Kc7 Kc5 12 Nc6 Kb5 13 Nb8 Bc8!**, with a draw.

In the tournament bulletin Alekhine suggested the following variation, which in his opinion led to a win. It was then reproduced in numerous works on the endgame.

1 Ne1! (here and subsequently the exclamation marks are Alekhine's) **1 ... Be8 2 Kb4 Ke2 3 Kc5! K×e1 4 b4 Ke2 5 f4 Ke3 6 f5 Ke4 7 f6 Ke5 8 b5!**, and White wins.

However, it was pointed out by A. Nogovitsin that after **8 ... Ke6!! 9 b6 Kd7!!** the result is quite obviously a draw. This forces example 156 to be assessed as drawn.

In the following position Black draws in the same way, by attacking the knight and then overtaking the pawns.

157 /=
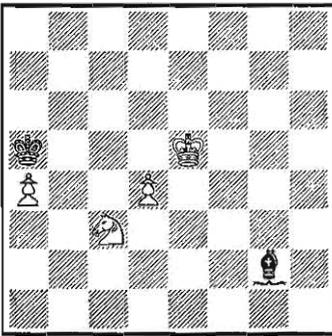
157. 1 ... Kb4! (any delay would be fatal: 1 ... Bf3 2 d5 Kb4 3 d6 Bc6 4 Ke6 K×c3 5 a5 Kb4 6 a6 Kb5 7 a7 Kb6 8 a8=Q! B×a8 9 d7 Kc7 10 Ke7 etc.) **2 d5 K×c3 3 d6 Bc6 4 a5 Kb4 5 a6 Kb5 6 a7 Kb6 7 d7 Kc7!**, and Black catches the pawns.

Schultz, 1943

158 =
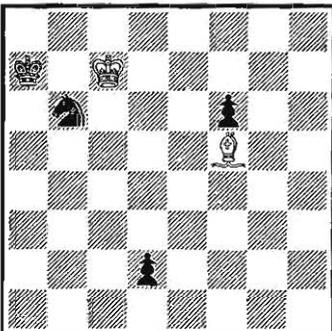
158. White gains a draw thanks to the poor placing of the black pieces, which are unable to support their pawns.

1 Bg4! (the only move! 1 Bc2 loses to 1 ... f5 2 Kc6 f4 3 Bd1 Nc4 4 Kc5 Ne3 5 Be2 d1=Q 6 B×d1 N×d1 7 Kd4 Ne3 8 Ke4 Nd5) **1 ... f5** (or 1 ... Nc4 2 Be2!—this is the best square for the bishop—2 ... f5 3 Kc6 Ne3 4 Kc5! d1=Q 5 B×d1 N×d1 6 Kd4 Kb6 7 Ke5 Ne3 8 Kf4, with a draw) **2 Be2!**

Again the only move! 2 Bh5 loses to 2 ... Nc4 3 Kc6 (or 3 Kd7) 3 ... Ne5+! and 4 ... Ng4, and 2 Bf3 to 2 ... Nc4, when the threat of ... Ne5+ gains Black a decisive tempo.

2 ... Nd5+ 3 Kd6 Nc3 4 Bh5! (as we will see later, this is again the only move) **4 ... Kb6** (Black intends to give up his f-pawn, but bring up his king) **5 Ke5 Kc5 6 K×f5 Kd4 7 Kf4! Kd3 8 Bg6+!** Draw.

Had White played 4 Bf3, he would not have had this last move, and would have been unable to defend against the threat of ... Ne2, blocking the diagonal.

1.43 Doubled pawns

It should be expected that with doubled pawns the winning chances are reduced. We will first consider an example with central pawns.

from **Fine, 1941***

159 +/=
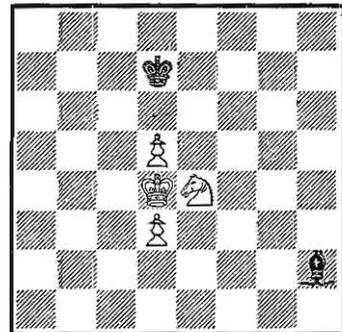
* Fine considers a position with bishop's pawns, but with White to move this is of no significance.

159. White to play wins easily:

1 Kc5 Bg1+ (the threat was 2 d6, 3 Kd5 and 4 Nc5+) **2 d4 Be3 3 Nf6+ Ke7 4 Ng4 Bg1** (4 ... Bc1 5 Kc6) **5 Ne5 Be3 6 d6+.**

Now Black has two possibilities, but they both lead to the same finish:

a) **6 ... Ke6 7 Kc6! B×d4 8 d7 Ke7 9 Kc7! B×e5+ 10 Kc8,** and the pawn queens.

b) **6 ... Ke8 7 Kc6! B×d4 8 d7+ Ke7 9 Kc7** etc.

On the basis of this analysis Fine stated that doubled pawns (with the exception of rook's pawns) always win, even if the opposing king stands in their path. This generalization is incorrect, as is easily shown.

Fine analyzed a similar position only with White to move. Let us examine it with Black to move. He naturally continues **1 ... Bg1+ 2 Kc4 Bb6,** trying to keep the opposing king out of c5.

3 Nc5+ Kd6 4 d4 Ba7.

The a7–g1 diagonal cannot be abandoned, since after 4 ... Bc7 5 Ne4+ Kd7 6 Kc5 White would win. But now he has to regroup.

5 Ne4+ Kd7 6 Nc3 Bb6 7 Nb5 Ke7 (the only move; now on 8 d6+ there follows 8 ... Ke6) **8 Kd3 Ba5!** (the white king is aiming for e5, and the bishop must prevent this) **9 Ke4 Be1 10 Ke5 Bg3+ 11 Ke4 Kd7 12 Kd3 Bh4 13 Kc4 Be7,** and White has failed to achieve his goal.

But if this position is moved one file to the left, the evaluation changes.

160. White to play wins, as in the previous position, by **1 Kb5.**

If it is Black's move, after **1 ... Bf1+ 2 Kb4 Ba6 3 Nb5+ Kc6 4 c4** it turns out that the bishop has insufficient manoeuvring space: on **4 ... Bb7** (if 4 ... Kb7 or 4 ... Kd7 then 5 Ka5) White has the decisive **5 Nd4+ Kc7 6 Kb5** followed by the inevitable 7 c6 etc.

White wins even more easily with knight's pawns.
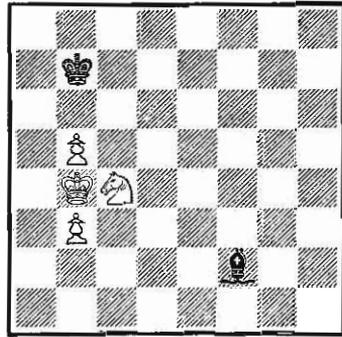
161. After **1 ... Be1+ 2 Ka4** Black cannot prevent **3 b4** followed by the penetration of the opposing king to a5.

But the cause of Black's defeat in all the examples considered was not the white pawns, but the poor position of his bishop, which allowed the opposing king to occupy a strategically important square. In order to demonstrate this, it is sufficient to move the bishop in diagram 161 to d8.

Averbakh, 1980
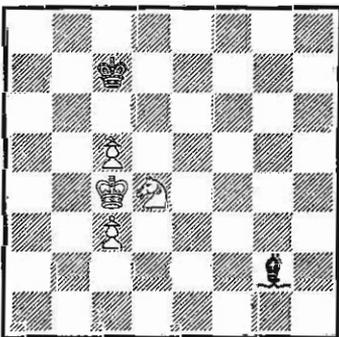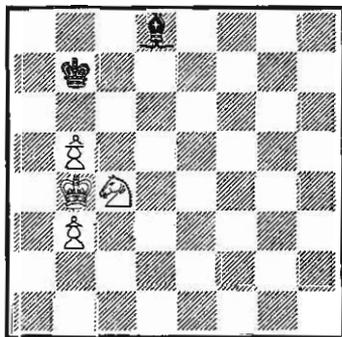
162. This defence of the invasion squares from the front is the strongest, although the position is one of mutual *zugzwang*, where the right to move is a disadvantage to either side. If it is Black to move, he is forced to allow the white king in at a5 or c5 with decisive effect. But if it is White to move, he is unable to win: **1 Ka3 Kb8 2 Ka4 Ka7!** (2 ... Kb7 3 Kb4, and White wins) **3 Ne3 Bb6!** (3 ... Kb7 4 Nd5 Bh4 5 Ka5 Bf2 is also possible, but the bishop move is simpler) **4 Nd5 Bd4 5 Ka5 Kb7,** and 6 b6 can be met by either 6 ... Kc6, or 6 ... Bg1 7 Kb5 Bf2.

It is very important that such an attack by the bishop from the front is possible whatever file the pawns are on, and this, in turn, means that, against correct defence, doubled pawns are altogether insufficient for a win, provided that they are not far advanced.

We will examine one further position with knight's pawns.

Yakimchik, 1957

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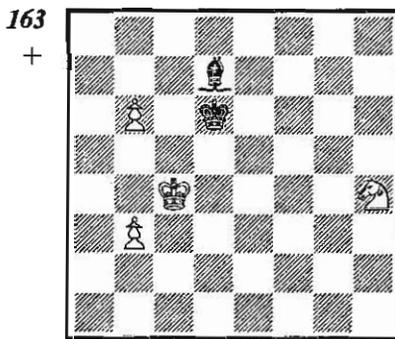
163. Here the b6 pawn has broken away from its king, and for the moment the distant knight is unable to support it. White nevertheless succeeds in coordinating his forces. Nothing is gained by 1 Kb4 Be6! 2 Ng6 B×b3! The only correct move is **1 Ng6!,** when Black has two possibilities:

a) **1 ... Be6+ 2 Kb5! B×b3,** and we reach position 83 in which 3 Ne7! wins.

b) **1 ... Bf5!** (1 ... Bc6 2 Kb4 Be4 3 Nf4 Bc2 fails to 4 Ka5! B×b3 5 Ka6, when the pawn cannot be stopped) **2 Ne7! Be4 3 Nc8+ Kc6** (3 ... Kd7 4 Na7) **4 Kb4!** (4 b7? Kc7 5 Nd6 Bg2, with a draw) **4 ... Bc2 5 Ka5! Kd7** (5 ... Kb7 6 Nd6+ Kc6 7 Ka6, and White wins) **6 Ne7! B×b3 7 Ka6.**

1.44 Three pawns

This is normally a win, a draw being possible only in exceptional cases.

Prokes, 1942

164
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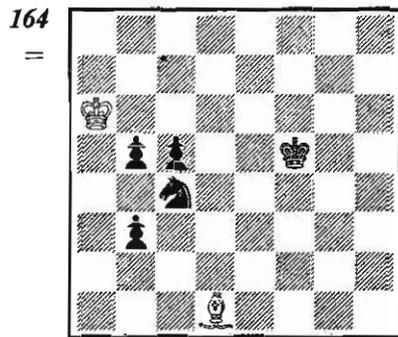
164. 1 K×b5 (Black wins after 1 B×b3 Na3) **1 ... Na3+ 2 Ka4 b2 3 K×a3! b1=Q 4 Bc2+ Q×c2** — stalemate!

1.5 BISHOP AND PAWN AGAINST KNIGHT AND PAWN

Such endings normally end in a draw, but a number of instances are known where one of the sides succeeds in winning. The chances are significantly affected by the placing of the pawns, and on how the pieces coordinate in their battle with the pawns. It will be expedient to divide these endings into two groups:

1) The pawns are not passed.
2) The pawns are passed.

1.51 The pawns are not passed

With such a pawn formation there are two main winning chances:

1) If the pawn can be won, and a winning ending obtained with an extra pawn.

2) If the opposing piece is restricted in mobility, and can be won.

Filaretov, 1925
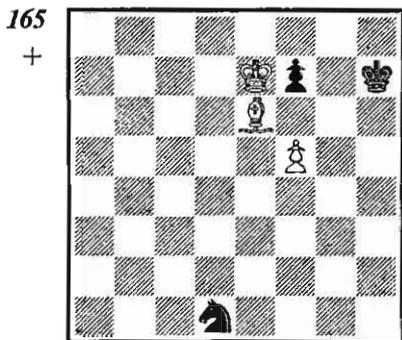
165. Black's pawn cannot be defended, but its immediate capture leads only to a draw: 1 K×f7 Nf2 2 f6 Ne4! 3 Bf5+ Kh8 4 B×e4 — stalemate, or 1 B×f7 Ne3 2 f6 Nf5+ 3 Ke6 Nh6.

Therefore White first advances his pawn, and then, depending on what move the knight makes, chooses how to capture the pawn.

1 f6 Nf2 (1 ... Ne3 2 K×f7 Ng2 3 Ke8 Nf4 4 Bf5+ Kh8 5 f7 etc.) **2 B×f7 Ng4 3 Bg6+ Kh8!** (a clever saving try) **4 f7 Nh6! 5 f8=B!**

The only winning move, since if 5 f8=Q+ Ng8+ and stalemate, or 5 f8=R+ Kg7 6 Bb1 Ng8+ 7 Ke8 Nf6+!

In the resulting position the two bishops prove stronger than the knight, since the black king is in a mating net. The rest is not difficult.

5 ... Ng4 6 Bf5 Ne5 7 Kf6 Kg8 8 Bh6 Nf7 9 Be6 Kh7 10 Bf8 Nb8 11 Bf5+ Kg8 12 Bb4 Nf7 13 Be6 etc.

Kubbel, 1928
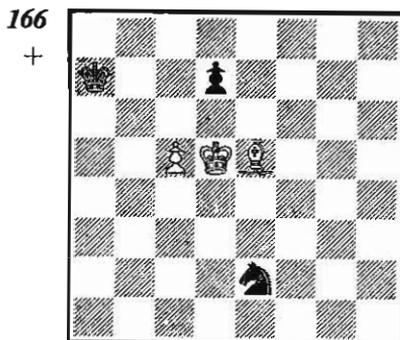
166. After **1 Kd6** Black is unable to defend his pawn. In addition his knight is badly placed: for it to join in the battle with the pawn, time is required. White wins easily, although accurate play is demanded of him: **1 ... Nc1 2 Bd4!** (of course, not 2 K×d7 Nd3 with a draw) **2 ... Ka8** (if 2 ... Nb3, then 3 c6+ N×d4 4 c×d7 etc.) **3 K×d7 Nb3 4 c6 Na5 5 c7 Nc6** (a last try) **6 c8=R+** (but not 6 c8=Q+ Nb8+, and stalemate).

Berger–Chigorin
Barmen, 1905
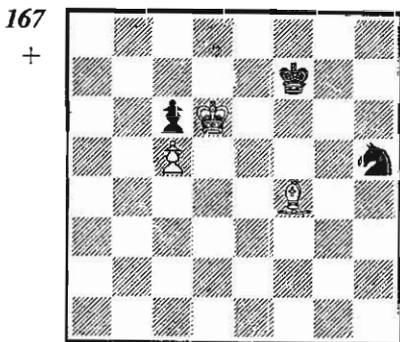
167. The attempt to win the pawn is unsuccessful, since Black brings his knight across and stops the opposing pawn. But White has at his disposal a very strong move, after which the knight is cut off, namely **1 Be5!** Black now has to fight with his king alone, and this is bound to end in failure.

After **1 ... Ke8 2 K×c6 Ke7 3 Kb7 Ke6 4 c6 K×e5 5 c7** White wins.

It should be noted that the alternative 3 Kd5 Kd7 4 c6+ Ke7 5 Kc5 Ke6 would have prolonged the solution. White all the same has to sacrifice his bishop by 6 Kb6, since he only draws after 6 Kd4? Nf6 6 B×f6 Kd6, or 6 c7 Kd7 7 Kb6 Kc8 8 Kc6 Nf6.

Here, thanks to the fact that the black knight was cut off, White won without any particular difficulty. But if position 167 is moved one rank down the board, the fact that the knight is crippled is no longer decisive, although exact play is demanded of Black.

168
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168. Here after **1 Be4 Ke7 2 K×c5 Ke6** the bishop sacrifice no longer wins. On 3 Kb6 there follows 3 ... Ke5, and if 4 c5, then 4 ... K×e4 5 c6 Nf5 6 c7 Ne7. White can try **3 Kd4 Kd6 4 Kd3,** when Black loses after 4 ... Kc5 5 Kc3 Kd6 6 Kd4 Ke6 7 c5 Ke7 8 Kd5 Kd7 9 c6+ Kc7 10 Kc5 Kc8 11 Kd6 Kd8 12 c7+ Kc8 13 Bd3 etc. But Black plays **4 ... Ke5 5 Ke3 Ke6 6 Kd4 Kd6,** when White has not achieved anything, since on 7 c5+ there follows 7 ... Ke6 8 Kc4 Ke5! 9 c6 (9 Kd3 Nf5 10 B×f5 Kd5) 9 ... K×e4 **10 c7 Nf5.** with a draw.

169. The knight is trapped, and at first sight it is not apparent how it can be saved. On **1 Kd5** (with the threat of 2 Kc6) there follows **1 ... Kd7,** and if **2 a4** (with the threat of 3 a5 and 4 Nb6), then **2 ... a5,** when White's position seems hopeless. But it is

Mattison, 1924

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here that his elegant plan is revealed. After **3 Kc4 Kc6** the knight unexpectedly sacrifices itself by **4 Nc7!!**, and on **4 ... K×c7** White continues **5 Kb5 Bb6 Ka6**, forcing Black to stalemate him by **6 ... Kc6.**

We have examined several positions where the defending side has been the one with the knight. One can also imagine positions where the side with the bishop is the defender. We have in mind positions where the pawn is lost, and on its own the bishop cannot stop the opposing pawn. Of decisive importance here is the distance of the defending king from the pawn.

As we already know, it is important that after the loss of the pawn the defender's king should be able to enter the drawing zone.

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170. Black's king is a very long way from the pawns, but to win White must not only capture the black pawn, but also ensure the queening of his own pawn. He has to twice

block the bishop's diagonal, and to do this the unwieldy knight requires time.

To draw Black must support the bishop with his king, since the bishop alone cannot stop the pawn (52). The king must be brought up, but to where?

The first blocking of the diagonal cannot be prevented, which means that Black must attempt to prevent the second blocking. To do this his king must reach d8. Despite the fact that it is a long way from this square, it succeeds in arriving there just in time. For example: **1 Nc8 Kg3 2 N×b6 Kf4 3 Nd7 Kf5!** (3 ... Ba7 loses after 4 Nb6 Bb8 5 Nd5+! Kf5 6 b6 Bg3 7 b7 Bb8 8 Nc7 Kf6 9 Kd7) **4 Nc5 Kf6 5 b6 Ke7 6 b7 Bh2 7 Na6 Kd8.**

But if Black's king started at h1, he would be too late: 1 Nc8 Kg2 2 N×b6 Kf3 3 Nd7 Ke4 4 Nc5+ Ke5 5 b6 Kf6 6 b7 Bh2 7 Na6 and 8 Nc7.

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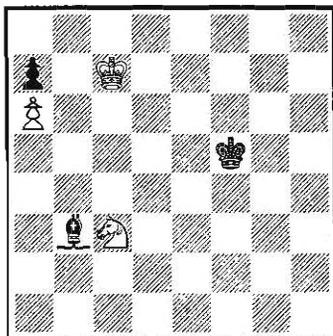
171. Due to the poor position of his king, Black loses his pawn, after which White wins by familiar means (87), since the black king fails to reach the drawing zone.

1 Nb5 Kf6 (a sad necessity; 1 ... Bc4 loses the bishop to 2 Nd6+) **2 N×a7 Bc4 3 Nb5! Ke7 4 a7 Bd5 5 Nd6 Ba8 6 Nc4!** (87) **6 ... Bd5 7 Kc8 Be4 8 Na5 Ba8 9 Nb7 Ke8 10 Nd6+ Ke7 11 Kc7 Ke6 12 Nc4 Ke7 13 Kb8 Kd8 14 Na5 Kd7 15 Nb7 Kc6 16 K×a8 Kc7 17 Nd6!**, and White wins.

172. This is an exceptional case. How is it possible to win here? After all, winning the

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Troitsky, 1924
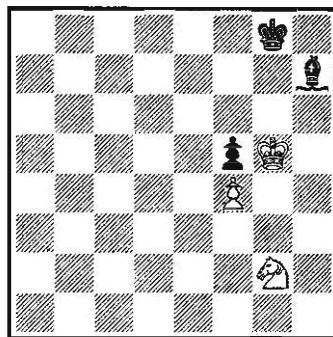
pawn leads to a drawn pawn ending. But nevertheless White wins, thanks to the extremely unfortunate position of the bishop.

1 Kh6! Kh8 2 Nh4 Kg8 3 Nf3 Kh8 (both the king, tied to the defence of the bishop, and the bishop, tied to the defence of the king, are forced to await passively the development of events) **4 Ne5 Kg8 5 Nc6 Kh8 6 Ne7 Bg8 7 Ng6 mate!**

A totally incredible finish! Unfortunately, the study is slightly spoiled by the existence of a dual on the 5th move. White can also play 5 Nd7 Kh8 6 Nf8.

1.52 The pawns are passed

There are much greater winning possibilities with passed pawns. For example, one can win by queening before the opponent.

In positions with passed pawns the bishop is usually stronger than the knight, since, thanks to its long range, it is easier for it to battle on two fronts, supporting its own pawn and preventing the advance of the opposing pawn.

173. This is a typical example. It might appear that the black king is very active, and that White has no hope of success. But after **1 a7** it transpires that the opposing king can be gradually driven back, White's king approaches his pawn, and then Black ends up in *zugzwang* and loses.

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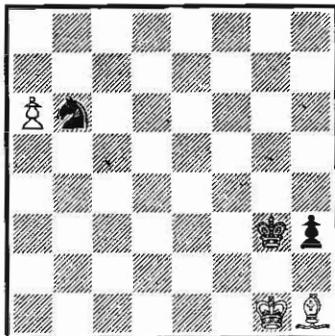
1 ... Kg4 2 Kf2 (of course, not 2 Kh2 Kf4 3 K×h3 Ke5 4 Kg4 Kd6 5 Kf5 Kc7 6 Ke5 Na8! 7 B×a8 Kb6, with a draw) 2 ... Kf4 3 Ke2 Kf5 (attempting to win the bishop is hopeless: 3 ... Kg3 4 Ke3 Kh2 5 Bb7 Kg1 6 Kd4 h2 7 Kc5, and White wins) 4 Ke3 Ke5 5 Kd3 Ke6 6 Kc3 Kd6 7 Kb4 Kd7 8 Kb5 Kc7 9 Ka6, and White has achieved his aim.

In this example the reader had a striking demonstration of the superiority of the bishop over the knight when there was play on both wings. The bishop's task—stopping the opposing pawn and supporting its own—was carried out ideally.

Returning to the position in the diagram, we should point out that 1 a7 was the only winning move. Only a draw is given by 1 Bb7 Kf4 2 Kf2 Ke5 3 Ke3 Kd6 4 Kd4 Kc7 5 Kc5 Nc8. In this case the bishop is unable to support the advance of its pawn.

Lisitsin–Zagorovsky
Leningrad, 1953

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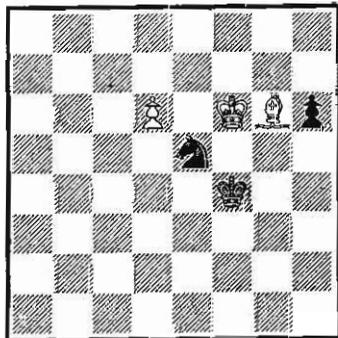
174. The bishop is much stronger than the knight. However, at this point White has to make a crucial choice.

Black is threatening 1 ... Nd7+ 2 Ke6 Nb6, after which it will be impossible to drive away the knight. This threat cannot be parried by 1 Be8, since there follows 1 ... h5!, and if 2 B×h5 Nd7+ and 3 ... Nb6 with a draw. This means that White must play **1 Bf5!**, allowing the pawn to advance a little. This move in fact wins. At f5 the bishop best of all fulfils its task. It restricts the mobility of the black pieces, supports its own pawn, and halts the opposing pawn.

The game continued: **1 ... h5 2 Ke6 h4 3 Kf6** (Black has taken the opportunity to advance his pawn, and has ended up in *zugzwang*) **3 ... Nc6** (sacrificing the pawn, with the aim of improving the placing of the pieces, does not succeed; after 3 ... h3 4 B×h3 Ke4 5 Ke6 Kd4 6 Bf5 Black is again in *zugzwang*) **4 d7 Nd8 5 Be6 Ke4 6 Bh3 Kf3** (the last attempt at resistance) **7 Ke7 Nb7** (as Lisitsin shows, on 7 ... Nc6+ there would have followed 8 Kd6 Nd8 9 Kc7 Nf7 10 Be6) **8 Bf1 Kg3 9 Ba6 Nc5 10 d8=Q Resigns.**

Colliander–Krassing
Munich, 1936

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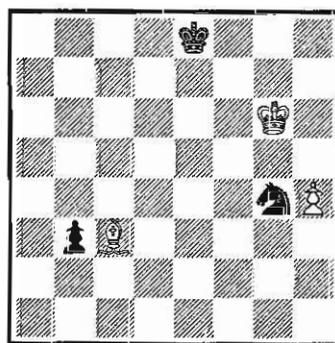
175. Here White was again able to demonstrate the superiority of bishop over knight. After **1 h5 Kf8 2 Kg5 Nf2 3 h6! Ne4+ 4 Kg6 Nd6 5 Bg7+ Ke7 6 h7 Nf7 7 Bb2** Black resigned.

It should be noted that 3 ... Kf7 would also not have saved the game after 4 h7 Ne4+ 5 Kf5! N×c3 6 h8=Q g2 7 Qh7+ etc.

But Black's defence was not the best. Thanks to the possibility of sacrificing his bishop, White was able to make an important advance of his pawn. Black could have prevented this, if instead of 1 ... Kf8 he had played 1 ... Ke7!! Then the poor position of his bishop at c3 would have prevented White from winning.

For example: 2 Kg5 (improving the bishop's position does not achieve anything — 2 Bb2 Ke6! 3 Kg5 Ne5, with an easy draw) 2 ... Nf2 3 Bd4 (now the following line no longer works: 3 h6 Ne4+ 4 Kh5 N×c3 7 h7 b2 6 h8=Qb1=Q) 3 ... Kf7! 4 h6 Ne4+ 5 Kf5 Ng3+ (5 ... Nd6+ is also possible) 6 Kg5 Ne4+ 7 Kh5 Nf6+, with a draw.

Thanks to the unfortunate position of the bishop, Black was able to coordinate his forces in the battle against the pawn. By the threat of a fork he gained an important tempo. In a number of positions the side with the knight is saved by its forking ability. Consider the following example.

Nazarevsky–Simonenko
Kiev, 1939
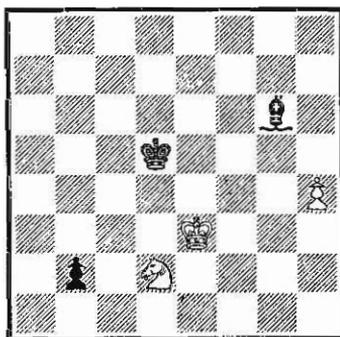
176. We already know that the result in such positions depends upon whether or not Black can put his opponent in *zugzwang*.

In he can, he wins, if not, the game ends in a draw.

1 h5! Bh7 (1 ... B×h5 2 Kd3, with an immediate draw) **2 h6 Kc5 3 Ke2 Kd4 4 Kd1 Kc3.**

As was shown by Konstantinopolsky, on 4 ... Kd3 there could have followed 5 Ke1 Kc3 6 Ke2! (*6 Kd1? Bd3 7 Ke1 Kc2,* and White loses) 6 ... Kc2. Now it appears that White cannot save the game, since 7 Ke1 is met by 7 ... Bd3, and 7 Ke3 by 7 ... Kd1. But there follows 8 Nc4!! Bd3+ 8 Ke3 B×c4 9 h7 b1=Q 10 h8=Q, and Black cannot win.

5 Ke1 Kc2 6 Ke2 Bd3+ 7 Ke1! (7 Ke3? loses after 7 ... Kc3) **7 ... Kc1 8 Nb3+ Kb1 9 Kd1!**

It was not yet too late to go wrong, for example: 9 Nd2+? Kc2, or 9 Kd2? Ka2 10 Nc1+ Ka3!

9 ... Bc2+ 10 Ke2 Bh7 11 Kd1 Bc2+ 12 Ke2 Bg6 13 Kd1 Bh5+ 14 Kd2 Ka2 15 h7 b1=Q 16 Nc1+ Ka3 17 h8=Q. Drawn.

Thanks to the possibility of 7 Nc4 with the threat of a fork, White was able to avoid a *zugzwang* position.

Instead of 4 ... Kc3 Black could have played 4 ... Bd3 5 Ke1 Ke3. Then White loses after 6 Kd1 Kf2, but he is again saved by 6 h7 B×h7 7 Nc4+.

Finally, it is important to note that White's first move was the only one to draw. He was saved, only because he succeeded in advancing his pawn to h6. In order to convince ourselves of this, we will examine position 177, which arises from the previous one after 1 Ke2? Kd4.

177. Here White can no longer draw, since the bishop copes excellently with the play on two fronts, and the threat of a fork is not dangerous, since the white pawn is not so close to the queening square.

Consider some possible continuations:

a) **1 Kd1 Kc3 2 Ke1** (2 Ke2 Kc2 3 Ke3 Kd1 or 3 Ke1 Bh5) **2 ... Kd3!** (the only move to
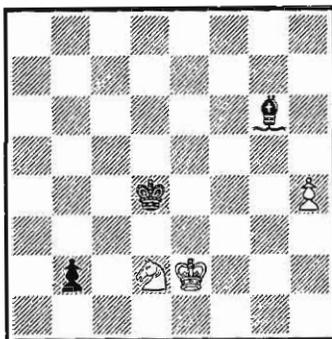
Can Black win?

win; nothing is given by 2 ... Kc2 3 Ke2 Bd3+ 4 Ke3 Kc3 5 h5, transposing into a variation from position 176) **3 Kd1** (3 Nb1 Kc2 4 Nd2 Bh5 comes to the same thing) **3 ... Bh5+ 4 Ke1 Kc2.**

b) **1 Ke1 Kc3 2 Kd1 Bh5+ 3 Ke1 Kc2.**

c) **1 Kf2 Kd3! 2 Ke1 Kc3! 2 Ke2 Kc2 4 Ke3 Kd1** etc.

The following example shows a curious drawing possibility.

Prokes, 1941
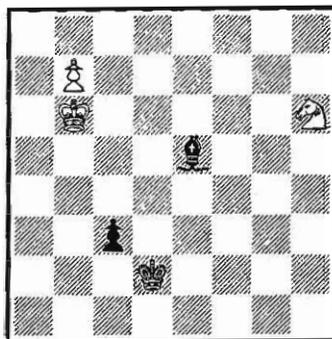
178. The bishop appears to be coping excellently with the play on two fronts, but White is able to show that this is not so.

1 Nf5 Kd3 (a draw results from 1 ... c2 2 b8=Q B×b8 3 Nd4 c1=Q 4 Nb3+) **2 Ne7! Kc4** (or 2 ... c2 3 Nc6 Bd6 4 b8=Q B×b8 5 Nb4+) **3 Nc6 Bh2 4 Na5+ Kb4 5 Nc6+ Ka3 6 Nd4**, with a draw.

If the side with the knight is able to occupy with his king a square in front of the opposing

pawn which is inaccessible to the bishop, as in the ending with bishop and pawn against knight this must automatically lead to a draw, provided only that the knight cannot be caught.
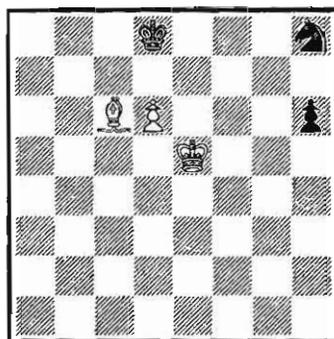
179. Black cannot draw, since after **1 Kf6** his knight is unable to escape from the corner. Even the advance of the h-pawn does not help, since the splendidly placed bishop successfully copes with the play on two fronts, until the king comes to the aid of the pawn: **1 ... h5 2 Kg7 h4 3 K×h8 h3 4 Kg7 h2 5 Kf6** etc.

If the knight is centrally placed, and the bishop has to stop the opposing pawn on its own, it is often unable to cope with this task.

Thus in the following position Black is unable to stop the pawn.

Kubbel, 1908
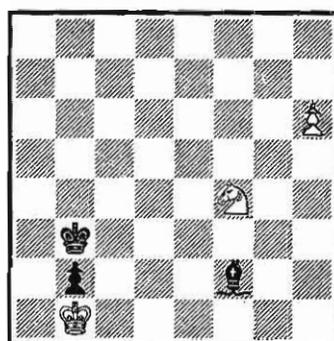
180. There follows **1 Ne6!** (the only move which wins; after 1 Ne2? Bh4 followed by 2 ... Bf6 Black draws) **1 ... Bh4 2 Nc5+ Kc4 3 Ne4!** The knight has occupied this

central square with gain of tempo, and prevents the bishop from reaching the c3-h8 diagonal.

On 1 ... Bg3 there would have followed 2 Nd4+ Kc4 3 Nf3!, when again the bishop is deprived of all its squares.

The strength of a centralized knight is well demonstrated by the following study.

Vécsey, 1934
Averbakh, 1956
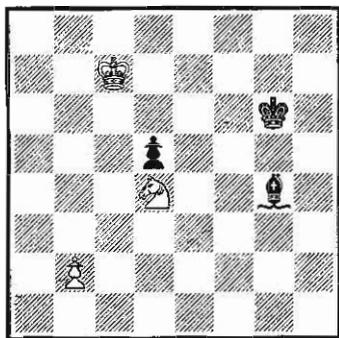
181. White's pieces are ideally placed. The knight blockades the opposing pawn and deprives the bishop of squares in the centre, thus assisting the advance of its own pawn. The king deprives the bishop of the c8 square, and is ready to support the advance of its pawn.

After the preliminary moves **1 b4 Bh3 2 b5 Bf1 3 b6 Ba6** we reach Vecsey's position. Black has parried the first onslaught, and has managed to stop the pawn. Now the whole question is whether or not White can drive the bishop from its position.

4 Nc6! Kh7.

A strange move at first sight, but in fact it is the only one. It transpires that the king cannot come to the aid of its pawn:

a) 4 ... Kf5 5 Nb4 d4 (obviously the only move) 6 N×a6! d3 7 Nb4 d2 8 Nd5! d1=Q 9 Ne3+ etc.

b) 4 ... Kf6 5 Nb4 d4 6 N×a6 d3 7 Nc5 d2 8 Ne4+.

c) 4 ... Kf7 5 Nb4 d4 6 Nc6! d3 7 Ne5+ Ke6 8 N×d3 and 9 Nb4.

But perhaps the king can remain on the g-file? Let us check:

d) 4 ... Kg7 5 Ne7 d4 6 Nf5+ and 7 N×d4.

e) 4 ... Kg5 5 Nd4 d4 6 N×a6! d3 7 Nc5 d2 8 Ne4+.

Thus we have established that any king move onto the f- or g-file leads to the loss of the pawn. Now we will consider moves onto the h-file:

f) 4 ... Kh6 5 Ne7 and 6 Nf5+.

g) 4 ... Kh5 5 Kb8!

Now it turns out that the black king does not have a single square on which it can avoid being overtaken by the 'all-powerful' knight:

g1) 5 ... Kh6 (or 5 ... *Kh4*) 6 Ne7 and 7 Nf5+, winning the pawn.

g2) 5 ... Kg6 6 Ka7 Bc8 7 Ne7+ and 8 N×c8.

g3) 5 ... Kg5 6 Nb4 d4 7 N×a6! d3 8 Nc5 and 9 Ne4+.

g4) 5 ... Kg4 6 Nb4 d4 7 N×a6 d3 8 Nc5 d2 9 Ne4 d1=Q 10 Nf2+.

g5) 5 ... Bb5 6 Kb7! K∞ 7 Nd4, and White queens his pawn, since bishop moves on the a6-f1 diagonal are met by 8 Ka7, and 7 ... Bd7 by 8 Kc7.

5 Kb8! Kh8.

Again the only way to avoid the loss of the pawn. On 5 ... Kg7 or 5 ... Kh6 there follows 6 Ka7 Bc8 7 Ne7 d4 8 N×c8 d3 9 Nd6 d2 10 Nf5+ and 11 Ne3, while 5 ... Kg6 or 5 ... Kg8 is met by 6 Ka7 Bc8 7 Ne7+ and 8 N×c8.

6 Ka7 Bc8 7 Ne7 d4 8 N×c8!

Until the black king went to h8 the ending with queen and knight against queen was drawn. But now White is able to exploit the poor position of the opposing king.

8 ... d3 9 b7 d2 10 b8=Q d1=Q 11 Ne7+ Kg7 12 Qg8+ Kf6 (12 ... Kh6 13 Qg6 mate) **13 Nd5+ Ke5 14 Qg7+ Kd6 15 Qe7+ Kc6 16 Qc7+**, and Black loses his queen.

But as was later found by Z. Byuzandyan, White has an alternative, highly prosaic way to win. Let us return to the position after Black's 5th move.

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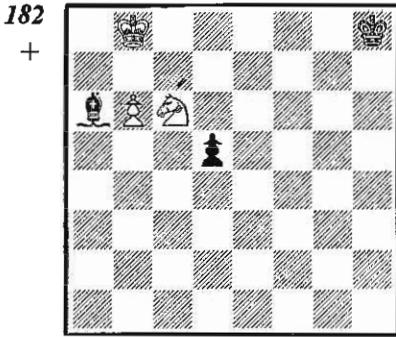
182. After **6 Ka8! Kh7** (6 ... Bb5 7 Kb7 and 8 Nd4) **7 Ka7 Bc8 8 Kb8 Ba6 9 Kc7** White gives his opponent the move. In reply to **9 ... Kh8** (other king moves lose the pawn) there follows **10 Nb4 d4 11 N×a6 d3 12 b7 d2 13 b8=Q+**.

If the pawns are far-advanced, general considerations fade into the background, and everything depends on the specific situation.

Moravec, 1959/61

183
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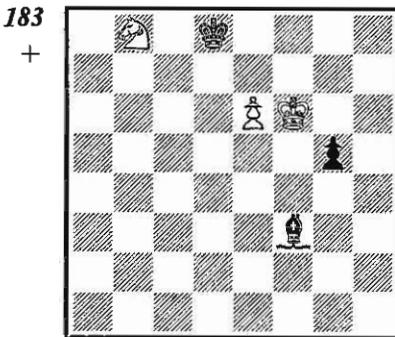
183. The difference in the positions of the kings gives White a decisive advantage.

1 e7+ Ke8 2 Na6! Kd7 (if 2 ... Bh5 3 Ke6! Bg4+ 4 Kd6 Kf7 5 Nc7, and the pawn queens) **3 Nc5+ Ke8 4 Ne6! Kd7** (4 ... Bh5 5 Ng7+) **5 Ng7** etc.

We will now consider several examples in which the pawn cannot be queened directly, but in the course of play the opposing pawn can be won. In this case the result obviously depends on the evaluation of the resulting ending with an extra pawn.

Sevitov, 1938

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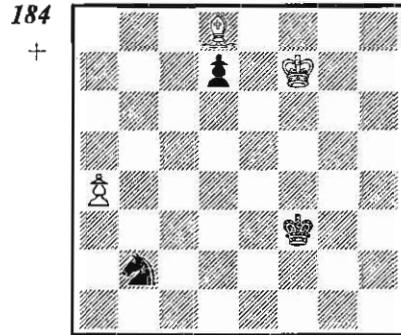
184. 1 a5 Nc4 2 a6 Ne5+ (White's task is easier after 2 ... Nd6+ 3 Ke7 Nb5 4 K×d7 Ke4 5 Kc6 Na7+ 6 Kb7 Nb5 7 Kb6 Nd6 8 Bc7 Nc8+ 9 Kb7 etc.) **3 Ke8!**

By this move White gains an important tempo. Only a draw results from 3 Ke7? Nc6+ 4 Kd6 Ke4 5 Bc7 Kd4 6 K×d7 Kc5 7 Kc8 Kb5 8 Kb7 Kc5 9 Bb6+ Kb5 or 9 ... Kd6.

3 ... Nc6 4 Bc7 Ke4 5 K×d7 Kd5 6 Kc8. The composer's solution continues 6 ... Kc4 7 Bb6 Kb4 8 Kc7 Kb5 9 Kb7, when Black is in *zugzwang*.

But from chapter 1.2 we know that against a rook's pawn on the 6th rank Black should aim for the horizontal opposition of the kings. Therefore **6 ... Ke6!** is much stronger, e.g. 7 Kb7? Kd7 with a draw (41).

However, even in this case White wins: **7 Bf4** (7 Bg3 or 7 Bh2 is also possible) **7 ... Kd5 8 Kb7!** (8 Kc7 Kc5 9 Kb7 Kb5 10 Bc7 Kc5, with a draw) **8 ... Kc5 9 Bc7! Kd5 10 Kb6 Ne7 11 Bg3 Nc6 12 Bf4! Ne7 13 Bc1 Nc8+ 14 Kc7 Nd6** (or 14 ... Kc5 15 Ba3+ Kb5 16 Kb7 Ka5 17 Bf8! Kb5 18 Bb4) **15 Ba3 Nb5+ 16 Kb6 Kc4 17 Bf8,** and White wins.

Selezniev, 1915

185
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Euwe, 1951
Averbakh, 1957

186
W

Can White save the game?

185. White has an undisputed advantage, but to win he must queen his pawn, and he is a long way from doing this. If it were Black's move he would draw by sacrificing his pawn, so as in turn to break through to the opposing pawn: 1 ... c6! 2 B×c6 (otherwise *2 ... Kb7*) 2 ... Kc7 3 Be4! Na8!! 4 B×a8 Kb6.

There is only one way to parry Black's threat: **1 Bc6! Kd8 2 Kf5** (the attempt to put the opponent in *zugzwang* could have led to an immediate draw, e.g. 2 Kf6 Nc8! 3 a8=Q — stalemate! **2 ... Ke7 3 Ke5.**

White's plan is to break through with his king to b7, support his pawn, and win the opposing pawn. Black has no way of opposing this.

3 ... Kf7 4 Kd4 Ke6 5 Kc5 Ke5 6 Kb4! Ke6 7 Ka5! Kd6 8 Kb5 Ke6 9 Ka6 Ke7 10 Kb7 Kd6 11 Bg2 Kd7 12 Bf3 Kd6 13 Bc6 (Black is in *zugzwang* and is forced to give up his pawn, after the loss of which he is no longer able to maintain his knight at b6) **13 ... Kc5 14 K×c7,** and White wins.

186. Black has a significant advantage: his pawn is farther advanced and can be supported by his king, and, most important, his bishop can fight on both wings.

Therefore the following line is completely hopeless for White: 1 b4 h4 2 b5 h3 3 b6 Bd5 4 Ne2+ Kg4.

Now White's task is clear. He should forget about his own pawn and attempt to unite his forces, with the aim of obtaining a drawn ending a pawn down. First he brings up his knight.

1 Ne2+.

Now Black has two main continuations:

a) **1 ... Kf2 2 Nf4 h4 3 Kd4!** (a splendid move!); White gives up his pawn, but sets up a drawn position which we examined in chapter 1.1) **3 ... B×b3 4 Ke5 Bd1 5 Kf5 Kg3 6 Ke5.**

Of course, not 6 Kg5 Bg4, when White loses. Euwe gives 6 Ke5 an exclamation mark, but this is quite unnecessary, since White can also play 6 Ke4, e. g. 6 ... Bg4 7 Ke3! Bf3 8 Nh3! etc.

6 ... Bc2 7 Ne2+ Kf3 8 Ng1+! (this is indeed the only move, since White loses after 8 Nd4+ Kf2 9 Kf4 h3 10 Nf3 Bd1 11 Nh2 Kg2, or 8 Nf4 Kg4) **8 ... Kg4** (8 ... Kg2 9 Kf4!) **9 Kf6 Bd3 10 Kg7** (even this is possible) **10 ... Kg3 11 Kh6 Kg2 12 Kg5,** with a draw.

Thus after 1 ... Kf2 White manages to draw. But perhaps Black can prevent the setting up of the drawn position with the knight at f4?

b) **1 ... Kf3!** (this looks much stronger than the previous continuation; it is important not to allow the knight to f4) **2 Kd2.**

A sad necessity. White has to defend his pawn with his king, since 2 Nd4+ is met by 2 ... Kf2 3 Nf5 Bg6 4 Ne7 Be4 5 Kd4 h4 etc, and 2 Ng1+ by 2 ... Kg2 3 Ne2 h4 4 Kd4 Kf3! 5 Ng1+ Kf2 6 Nh3+ Kg3 7 Ng5 B×b3 (White has managed to establish his knight at g5, but from chapter 1.1 we know that this is not as strong a position as f4) 8 Ke5 (8 *Ke3 Bd5 9 Ke2 Kg4 10 Nh7 h3 11 Nf6+ Kg3*) 8 ... Bc2 9 Ke6 Kg4 10 Kf6 Bd3, and Black wins.

2 ... h4!

Euwe considers only 2 ... B×b3, and concludes that after 3 Nd4+ Kg2 4 Ke3 h4 5 Ne2! Bd1 6 Nf4+ Kg3 7 Ke4 White draws. Indeed, Black is unable to win, either after 7 ... Bc2+ 8 Ke3 Kg4 9 Nd5 h3 10 Kf2 Be4 11 Nf6+, or 7 ... Bg4 8 Ke3 Bf3 9 Nh3.

But in taking the pawn Black loses an important tempo, which allows White to bring up his king. After 2...h4 he is not able to do this.

3 Ng1+ (3 Ke1 B×b3 4 Nd4+ Kg2 5 Ne2 Bc4 6 Nf4+ Kg3 7 Nh5+ Kf3) 3 ... Kg2 4 Ne2 Kf2! (as was shown by Voronkov, 4 ... Bh5 5 Nf4+ Kg3 6 N×h5+ Kf3 7 Nf4! leads only to a draw) 5 Nf4 B×b3, and we reach (with colours reversed) position 44, in which the extra pawn is sufficient to win.

We therefore conclude that, against correct play by the opponent, White was unable to save the game.
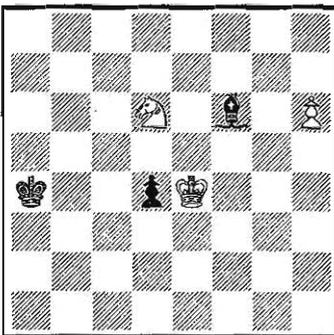
187. The poor position of the black king, which is far away from the main theatre of events, gives White the advantage. But at first sight it is not clear how he can exploit this advantage. The attempt to win the pawn leads only to a draw, for example: 1 Nf5 Kb5 2 N×d4+ Kc5 3 Nf5 Bg5 4 h7 Bf6 5 Nh6 Kd6 6 Kf5 Bc3 7 Kg6 Ke7.

White succeeds in winning, by exploiting the rather cramped position of the bishop.

1 Ne8! Bh8 (the only way to retain the bishop; 1 ... Be5 fails to 2 K×e5! d3 3 Nd6 d2 4 Nc4 d1=Q 5 Nb2+) 2 Ng7! (the bishop is unexpectedly trapped) 2 ... Kb3 3 K×d4 Kc2 4 Ke5 Kd3 5 Kf6 Ke4 6 Kf7! Kf4 7 Kg8 Kg8 8 Kh7, and White wins.

1.6 BISHOP AND PAWNS AGAINST KNIGHT AND PAWN

To win such an ending it is normally sufficient either a) to queen one of the pawns or at least win the knight for it, or b) to win a second pawn.

We will divide the material in accordance with the stronger side's pawn formation.

1.61 Two connected pawns, both passed

The long-range bishop is able to operate simultaneously on two fronts, and therefore, if the opposing pawn is not far advanced and the bishop can blockade it and also support its own pawns, the stronger side normally wins easily.

Consider a typical example:
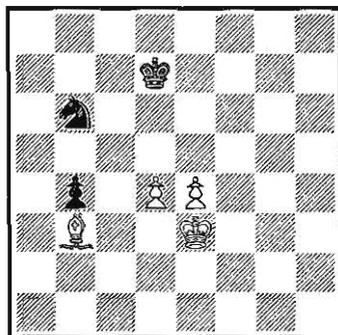
188. White fulfils his task without the slightest difficulty.

1 e5 Kc6 2 Ke4 Kb5 (passive defence loses quickly, so Black tries for a counter-attack) **3 d5 Nc4 4 Kd4 Nd2 5 Bc2 b3 6 Bd3+ Kb6 7 e6 Kc7 8 Kc5 b2 9 d6+ Kc8 10 e7,** and White wins.

It is worth noting that in endings with passed pawns it is not so much a material advantage which is important, as how far advanced the pawns are and how the pieces are able to combat them.

Yakimchik, 1958

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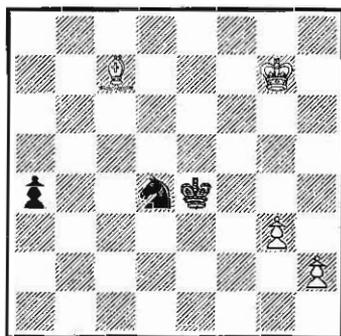
189. Despite the fact that White has a material advantage, he is the defending side, since Black has a far-advanced pawn and his pieces are more actively placed.

It is only by ingenious play that White is able to draw.

1 Ba5! Kd3! (1 ... a3 2 Bb4 a2 3 Bc3 leads to a quick draw) **2 Bb4 Kc4 3 Ba3 Kb3 4 Bc1 Ne2 5 Bg5 a3 6 Bf6!** (6 h4 loses to 6 ... N×g3! 7 Kf7 Ne4 8 Bh6 a2 9 Bg7 Nc3 10 h5 a1=Q 11 h6 Qb1 12 Kg8 Nd5 etc.) **6 ... Nc3 7 h4 a2 8 h5 a1=Q 9 h6.**

An amazing position! In spite of his extra queen, Black cannot win, since on **9 ... Qa7+** there follows **10 Kg6! Qc7 11 h7.**

In exceptional cases, when the bishop and pawns are badly placed, it may even be possible for the side with the knight to queen a pawn and win.

Here are two such examples.

Fedotov, 1956

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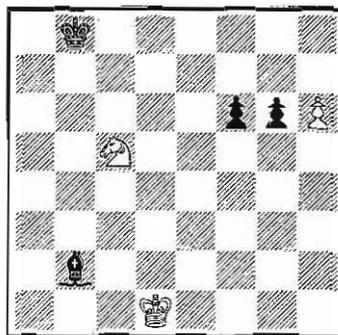
190. Here the extra pawn at f6 is in fact a disadvantage to Black, hindering his bishop in its battle with the dangerous opposing passed pawn.

White's plan is to reach f5 with his knight before Black himself plays ... f5. This is achieved as follows: **1 Kc2 Bd4 2 Nb3 Be5 3 Na5! Kc7** (if 3 ... Kc8, then 4 Nc6 Ba1 5 Kd3 and 6 Nd4, blocking out the bishop) **4 Nc4 Bd4 5 Kd3 Ba1 6 Ne3 Be5** (due to the threat of 7 Nd5+ and 8 Nc3, Black does not have time for ... f5) **7 Nf5,** and White wins.

Kubbel, 1910

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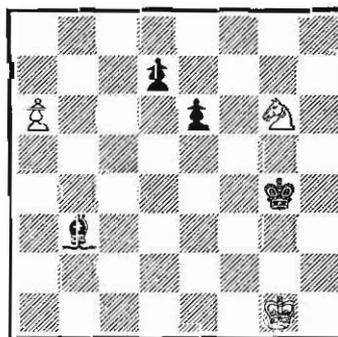
191. The unfortunate position of the black king allows White to win the bishop with a fork: **1 Ne7 Bc2** (if 1 ... Bd1, then 2 Nc6! Bf3 3 Ne5+) **2 Nd5 Be4 3 Nf6+,** and wins.

Somov–Nasimovich, 1934

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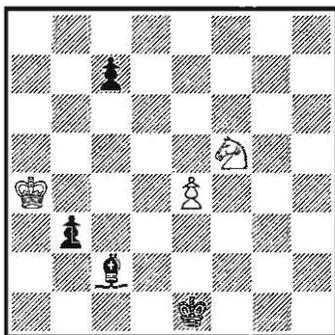
192. This example is an exception to the rule. In spite of the dangerous enemy passed pawn, White gains a draw: **1 Nd4 c5! 2 N×b3! c4 3 e5 c×b3 4 Ka3 Kd2 5 e6 Kc3 6 e7 Bg6 7 e8=Q! B×e8**—stalemate!

1.62 Two connected pawns, one passed

Here the basic plan is to attack the enemy pawn. If it can be captured, this normally leads to a win.

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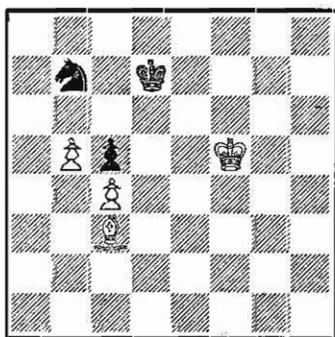
193. After **1 Ke5 Kc7 2 Kd5 Kb6 3 Be5 Nd8 4 Bd6 Nb7 5 Be7** White puts the opponent in *zugzwang* and wins the c5 pawn.

Had the black king been at d6, the winning procedure would have been equally simple: **1 Kf6 Nd8 2 Be5+ Kd7 3 Bg3 Ne6 4 Ke5 Nc7 5 Bh4**, and the white king goes to d5.

With this type of pawn formation it is only in the most exceptional cases that a direct advance of the passed pawn can be made.

Mohnke–Heinrich
Westphalia, 1926

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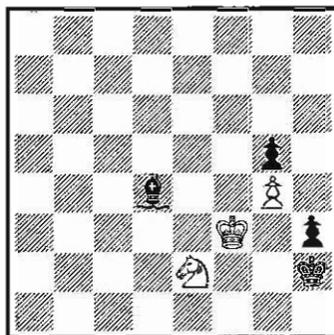
194. **1 ... Be3! 2 Ng3** (the bishop is clearly immune, since after 2 K×e3 Kg2 the pawn queens) **2 ... Bd2! 3 Ne2** (if 3 Nf1+ Kg1 4 N×d2 h2, or 3 Kf2 Be1+) **3 ... Be1 4 Nd4 Kh1 5 Ne2 h2 6 Nd4 Kg1 7 Ne2+ Kf1 8 Ng3+ B×g3 9 K×g3 h1=R!** (9 ... h1=Q? —stalemate), and Black won.

1.63 Two isolated pawns, both passed

The possible plans in such endings are clearly demonstrated by the following examples.

Lewitt, 1934

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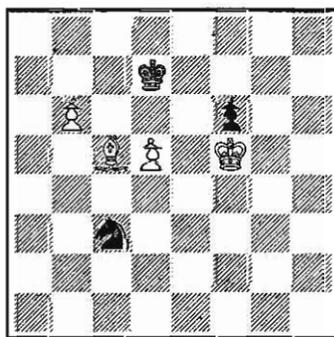
195. The b-pawn is the more advanced, but the white king cannot support it, and so White sacrifices it to divert the black king and ensure the advance of the d-pawn.

1 b7 (also possible is 1 d6 Kc6 2 b7, simply transposing) **1 ... Kc7 2 d6+ K×b7 3 d7 Kc7 4 Ke6 Nd5 5 Bf2,** and Black is in *zugzwang*, e.g. 5 ... Nf4+ 6 Ke7 Nd5+ 7 Ke8, or 5 ... Kd8 6 Kd6 f5 7 Bh4+, or, finally, 5 ... f5 6 Bg3+ f4 7 Bh4.

Prokhorovich–Voronkov
Moscow, 1952
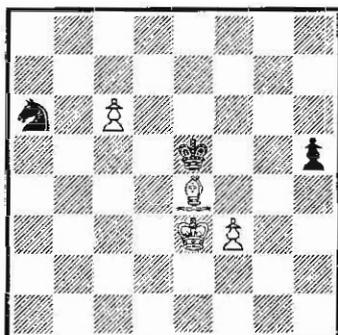
196. Black's pieces are actively placed, and his passed pawn is threatening to advance. Therefore, before setting about queening one of his own pawns, White must eliminate the opposing passed pawn.

1 f4+ Kd6 2 f5 Ke5.

White's 2nd move was forced, since 2 ... Nb8 and 3 ... N×c6 was threatened. But now on 2 ... Nb8 he wins by 3 Kf4 N×c6 4 B×c6 K×c6 5 Kg5 and 6 K×h5.

3 Kf3 Kf6 (3 ... Nc7 could have been met by 4 Kg3, since the bishop is immune due to the threat of f5–f6) **4 Kf4 Nc7 5 Bf3 h4 6 Bg2 Ne8 7 Kg4 Nc7 8 Be4 Ne8 9 K×h4 Nc7 10 Kg4 Ne8 11 Kf4 Nc7,** and we reach position 110 in which White could have realized his advantage without difficulty.

197. Black has an outside passed pawn, but for the moment, due to the unfortunate position of his bishop, it cannot advance, since on 1 ... a5 there follows 2 Nb3 a4 3 Nd4+. The game in fact continued:

1 ... Be8 2 Nc4 Bf7 3 Nd6+ Ke6.

Kotov–R. Byrne
New York, 1954
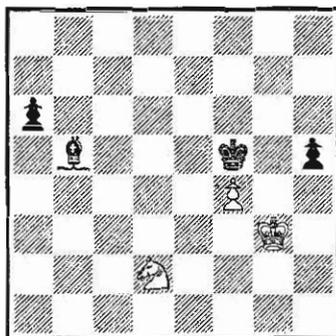
It was shown by Bondarevsky that Black could have won by 3 ... Kf6!:

a) 4 Nb7 Bd5 5 Na5 Ke6 6 Kh4 Kd6 7 K×h5 Kc5 8 Kg5 Kb5 9 Kf5 K×a5 10 Ke5 Bg8 11 Kd4 Kb4.

b) 4 Ne4+ Ke7 5 Nc5 a5 6 Kh4 Kf6 7 Ne4+ Kf5! 8 Nd6+ K×f4 9 N×f7 a4 10 Ng5 a3 11 Ne6+ Ke3 12 Nc5 Kd2 13 Nb3+ Kc2 14 Nd4+ Kb2.

4 Nb7 Kd5?

Black chooses an incorrect plan, after which he can no longer win. Correct was 4 ... Kf5! 5 Nd6+ Kf6!, or 5 Na5 Ke4 (Bondarevsky).

5 Kh4!

A comical position has arisen. The black king cannot go to c4, c6 or e4, since in every case it runs into a fork.

5 ... Be8 (since a1 is inaccessible to the bishop, no better is 5 ... Bg8 6 K×h5 Kc6 7 Kg5! K×b7 8 Kf5 a5 9 Ke4 a4 10 Kd3 a3 11 Kc2 Ba2 12 Kc3 etc.) **6 f5 Kc6 7 Na5+ Kb6 8 Nc4+ Kc5 9 Na5 Kb6 10 Nc4+ Kc5 11 Na5 Bf7** (if 11 ... Kb4, then 12 Nb7 a5 13 f6 Bf7 14 Nd8 Bd5 15 Nc6+! and 16 N×a5) **12 Nb7+ Kb6** (or 12 ... Kb4 13 f6 a5 14 Nd8! Be8 15 Nb7 a4 16 Nd6) **13 Nd6 Bd5 14 f6 a5 15 f7 B×f7 16 N×f7 a4 17 Ne5 Kb5.** Drawn.

1.6.4 Two isolated pawns, one passed

If the stronger side is able to support the passed pawn with his king, he normally wins without particular difficulty.

Eliskases–Euwe
Buenos-Aires, 1947

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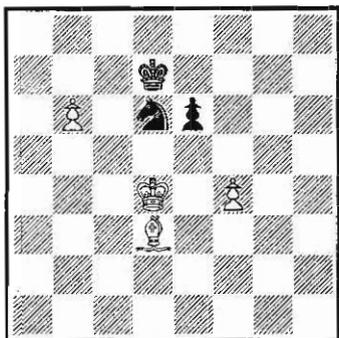
198. 1 Kc5 Nb7+ 2 Kb5 Nd8 3 Ka6 Kc6.
Black attempts to launch a counter-attack. Passive defence by 3 ... Kc8 would have lost very simply after 4 Ka7 Nc6+ 5 Ka8 Na5 6 Bb5.

4 Be4+ Kc5 5 Bh1! (since the f-pawn is threatened, White cannot play b6–b7) **5 ... Kd4 6 Ka7!**

White's main strength is his b-pawn, which is destined to become a queen. If now 6 ... Ke3, then 7 Kb8 K×f4 8 Kc7, driving away the knight.

6 ... e5 7 f5 e4 8 Kb8 (8 f6 is also possible) **8 ... e3 9 Bf3 Nc6+ 10 Kc7 Nb4 11 Kb6,** and Black resigned.

If the defender's king attempts to stop the passed pawn, this usually allows the stronger side's king to break through to the opposing pawn. It is this plan that White carries out in the following position.

199. Here the win is simple: **1 b6 g4** (1 ... Nc6+ 2 B×c6 K×c6 3 Ke5) **2 b7 Kc7 3 Ke5 g3 4 Kf4 Ng8 5 K×g3 Nf6 6 Bf3 Nd7 7 Kd4 Kd6 8 Kf5 Ke7 9 Bc6 Nb8 10 Bb5** Resigns.

Nimzowitsch–Jankowski
Carlsbad, 1907

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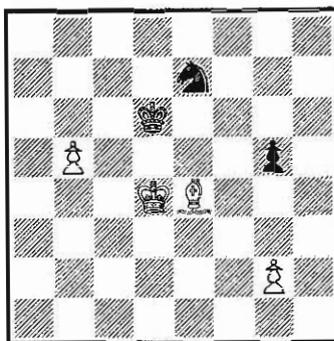
We will now examine several positions where the passed pawn is on a rook's file and its queening square is inaccessible to the bishop.

Additional difficulties arise in such endings, since often winning the knight for the other pawn leads only to a draw, since the defender's king is then able to reach the saving corner.

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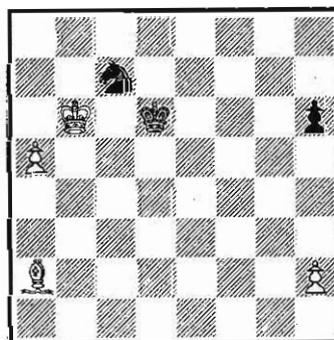
200. 1 a6 would be a blunder because of 1 ... N×a6 2 K×a6 Ke7 etc. But perhaps White can put Black in *zugzwang* by 1 Bb3 Na8+ 2 Kb7 Nc7 3 Ba4 Ne6 4 Kb6 Nc7 5 Bc6? It turns out that for the moment the answer is no. Black plays 5 ... Na6!, leading after 6 K×a6 K×c6 to a drawn pawn ending.

To win White must first advance his h-pawn: **1 h4 Na8+** (Black cannot play 1 ... h5 in view of 2 Bf7 and 3 B×h5) **2 Kb7 Nc7 3 Bb3**

Kd7 4 Ba4+ Kd6 5 Bc6 Ne6 6 Kb6 Nc7
7 h5!, and here 7 ... Na6 8 K×a6 K×c6
leads to a lost pawn ending: 9 Ka7 Kc7
10 a6 Kc8 11 Kb6 Kb8 12 Kc6 Ka7 13 Kd6
K×a6 14 Ke6 Kb6 15 Kf6 Kc6 16 Kg6 Kd6
17 K×h6 Ke7 18 Kg7! etc.

201
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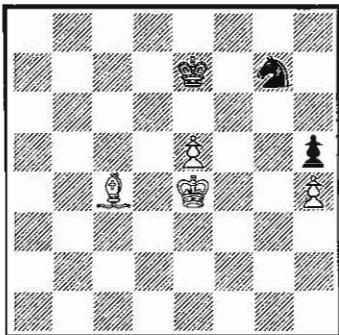
201. To win the game White must first win
the h-pawn. If Black plays passively, the
white king will proceed via f4 and g5 to g6,
when Black will be in *zugzwang* and will be
forced to give up his pawn. All he can do is
abandon the h-pawn to its fate, and try in
turn to win the e-pawn, or give up his knight
for it and reach h8 with his king.

1 ... Ne8 2 Kf5 Nc7 3 Kg5 Na8 4 K×h5
Nb6 5 Bb5! (having gained a dangerous pas-
sed pawn on the h-file, White does not need
to cling on to his second pawn) 5 ... Ke6
6 Kg6 K×e5 (on 6 ... Nd5 there follows
7 Bc4) 7 h5 Nd5 8 h6 Nf6 (if 8 ... Nf4+, then
9 Kf7 Ne6 10 Bd7 Ng5+ 11 Kg6 Kf4 12 Bc8)
9 Bc4 Nd7 10 Kf7 Nf6 11 Bd3, and White
wins.

From the analysis it is clear that, had the
black pawn started at h6, White would have
been unable to win.

202. Were the knight at f6, this would be
an elementary draw, since White would be
unable either to advance his f-pawn or attack
the black h-pawn. But here the knight is
obviously badly placed. Can White exploit
this factor to realize his advantage?

1 ... Nb7 2 f5 Nd8 3 h4!

202
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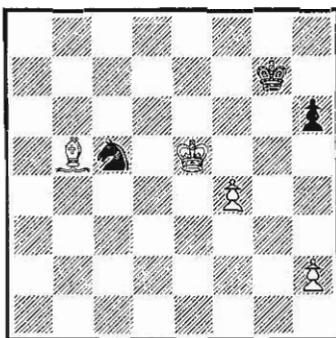
In the game White played the weaker 3
f6+? Kg6 4 Bd3+ Kg5 5 Be4, and after
5 ... h5! 6 Bd5 h4 7 h3 Kg6 8 Be4+ Kg5
9 Bg2 Nf7+ 10 Ke6 Nh6 11 Be4 Kf4 12 Bh7
Kg3 13 Bf5 Kf4 14 Bg4 Black could have
drawn by 14 ... Ke4!, since on 15 f7 there
follows 15 ... N×f7 16 K×f7 Ke5, when his
king is inside the drawing zone*.

But Black played the weaker 14 ... Kg5?,
and after 15 f7! N×f7 16 K×f7 Kh6 17 Bf5
White won, since the black king has gone
outside the drawing zone.

After the text move White is successful
even against the best defence, although the
win is far from easy.

We will examine the possible continuation
3 ... Nf7+.

If Black opposes the advance of the white
king by 3 ... Kf7, there can follow: 4 Bc4+
Ke7 5 Bd5! Kd7 6 f6 h5 7 Kf5 Kd6 8 Ke4!
Kd7 (8 ... *Kc7 9 f7*) 9 Ke5 Ke8 10 Kf5 Kf8
11 Kg6, with an easy win.

4 Ke6 Kf8! (the white king must not be
allowed in at e7) **5 Ba4 Nd8+.**

Or 5 ... h5 6 f6 Nh6 7 Bb3! Ke8 8 Ke5!,
and White's king will in the end reach g6,
after which he wins roughly as in the main
variation.

* For a detailed coverage of such positions, cf.
Comprehensive Chess Endings, Volume One, pp.
21–23.

6 Kf6 Nb7 7 Kg6 Nd6 8 f6 Ne4 9 Bb3! h5.
Or 9 ... Nc5 10 Ba2 Nd7 (*10 ... Ne4 11 h5 Nd6 12 K×h6 etc.*) 11 h5 Ne5+ 12 K×h6, and White wins.

10 Bd5 Ng3 11 Bf3! Kg8 12 B×h5 Ne4 13 f7+ Kf8 14 Bg4!, and we reach position 115, which is won.

If attempts to queen the passed pawn or win the opposing pawn prove fruitless, this ending normally ends in a draw.

Zedek, 1923

203
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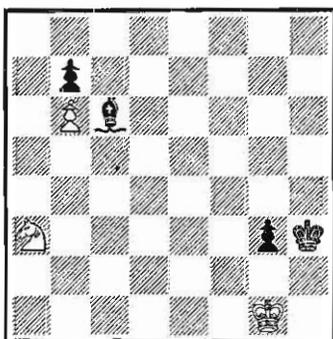
203. There is no way of driving the white king from g1. Therefore Black's only chance is to attack the b-pawn. His bishop cannot do this, which means that his king must be brought across. But if in this time the knight can reach a8, this attempt will also prove fruitless. This means that Black must aim to prevent the knight from reaching a8.

This example, like many others, can be solved by employing the method of corresponding squares.

So that the knight should not reach c7, the bishop must guard the squares b5, d5, e6, e8, and also possibly a6, since if the bishop is not at c8 or on the a8-h1 diagonal, the knight move to a6 will be possible. Suppose that the knight has gone to d6. Where in this case should the bishop stand? The answer is perfectly clear. It can defend the b7 pawn and the squares b5 and e8 only from c6. And if the knight is at c5? In this case the bishop must

be at d5. It turns out that, if the bishop is at c8, White plays 1 Ne4 Bd7 (*2 Nd6 was threatened*) 2 Nc5 Bc8 3 Ne4, forcing a repetition of moves. Let us continue our analysis further. Which square corresponds to d4? Unsuitable is d7, since then there follows a repetition of moves after 1 Nb3 Be6 (*2 Nc5 was threatened*) 2 Nd4 Bd7 3 Nb3 etc. This can be avoided only if the bishop is at c4. It is easy to establish further that the squares corresponding to f5 are b5 and d5. Now that we have investigated the most important squares, we will consider a possible continuation:

1 Nc2 Bb5 2 Nd4 Bc4! 3 Nf5 Bb5 (or 3 ... Bd5) **4 Nd4 Bc4 5 Nf5 Bb5.** Black prevents the knight from reaching a8, by sticking precisely to the corresponding squares, but he is not able to do any more.

The composer considers the following continuation, in which Black breaks with the correspondence, and shows that in this case the knight succeeds in reaching a8: 3 ... Be6 4 Nd4 Bd7 5 Nb3! g2 6 Na5 (also possible is *6 Nc5 Bc8 7 Ne4! Bd7 8 Nc5 Bc8*, or *7 ... Be6 8 Nd6 Bd5 9 Ne8 and 10 Nc7*) 6 ... Bc8 7 Nc4 Be6 (*7 ... Bd7 8 Na5*) 8 Nd6 Bd5 9 Ne8 and 10 Nc7, with a draw.

White has an interesting drawing possibility in the following position.

Gavrilov, 1954

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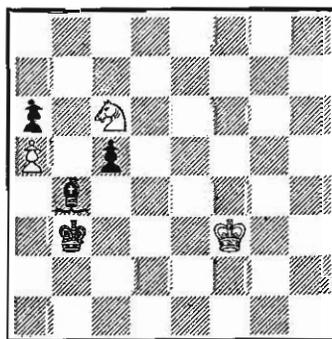
204. 1 Ke4! c4 2 Kd5! c3 3 Nd4+ Kb2 4 Kc6 B×a5 5 Kb7!

The white king has accomplished an heroic march to the a-pawn, which Black was unable to defend. The rest is simple.

5 ... Bd8 6 K×a6 Bf6 7 Ne2 c2 8 Kb5 Kb3 9 Kc5 Be7+ 10 Kb5 Bf6 11 Kc5, with a draw.

1.65 Three pawns

This is usually an easy win. Here we examine two exceptional positions where the advantage cannot be realized.

Simagin–Chukayev
Voroshilovgrad, 1955
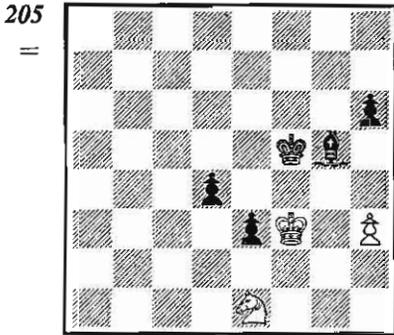
205. Without the pawns on the h-file this would be an elementary draw. It turns out that the presence of these additional pawns does not change the evaluation, since Black is unable to break into the opposing position without substantial loss of material.

The game continued: **1 Nc2 Ke5 2 Ne1 h5 3 Nd3+ Kd5 4 Nb2 Be7 5 Nd3 Bd6 5 Ne1 Bc5 7 Nd3 Kc4 8 Ke2 Bd6 9 Ne1 Kd5.**

Realizing that he cannot break through on the Q-side, Black decides to take his king across to the h-pawn.

10 Kf3 Ke5 11 Ng2 Bc5 12 Nf4 Kf5 13 Nd3 Bb6 14 Nf4 Kg5 15 Ng2 d3.

Having convinced himself that he will not win by simple means, Black sacrifices a pawn.

16 h4+!

An important *zwischenzug*, driving back the black king and thereby saving the game.

White would have lost after 16 N×e3 B×e3 17 K×e3 Kh4 18 K×d3 K×h3 etc.

16 ... Kf6 17 N×e3 d2.

Black has managed to activate his d-pawn, but this proves insufficient for a win.

18 Nd1 Kf5 19 Ke2 Kg4 20 K×d2 K×h4 21 Ke2 Kg3 22 Kf1 h4 23 Nc3 Kh2 (23 ... h3 24 Ne4+ Kf4 25 Nf2, with a draw) 24 Ne4 Bd4 25 Nf2 Ba7 26 Ne4 Bb6 27 Nf2 Kg3 28 Kg1 h3 29 Kh1. Drawn.

Torre–Marshall
Marienbad, 1925
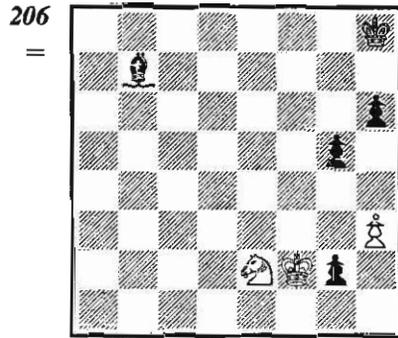
206. White succeeds in devaluing the opponent's pawn majority.

1 Kg3 Kg7 2 h4! g×h4+.

2 ... Kg6 3 h×g5 K×g5 4 Ng1! h5 5 Nh3+ Kf5 6 Ng1 also fails to win:
a) **6 ... h4+ 7 K×h4 Kf4 8 Kh3 Ke3 9 Kg3**, with a draw.
b) **6 ... Ke5 7 Ne2 Ke4 8 K×g2! Ke3+ 9 Kf1 Ba6 10 Ke1!**, with the same result.

3 Kh2 Kf6 4 Nf4! h3 5 N×h3 Kf5 6 Nf2 Kf4 7 Nd3+ Kg4 8 Ne1 g1=Q+ 9 K×g1 Kg3 10 Ng2. Drawn.

1.7 KNIGHT AND PAWNS AGAINST BISHOP AND PAWN

The stronger side normally wins if he is able to carry out one of the three basic winning plans:

1) Queen one of the pawns, or at least win the bishop for it, and obtain a won ending with knight and pawn against pawn.

2) Win a second pawn and obtain a won ending with two extra pawns.

3) After the exchange of pawns, obtain a won ending with knight and pawn against bishop.

The choice of plan depends to a considerable extent on the pawn formation, and so we will divide the material in accordance with the stronger side's pawn formation.

1.71 Two connected pawns, both passed

Here the result depends mainly upon whether the stronger side can effectively stop the opposing passed pawn, while simultaneously advancing his own pawns.

The following position shows a classic example.
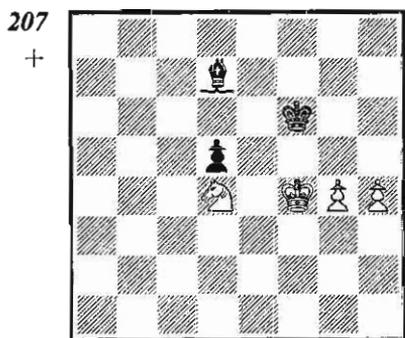
207. White's forces are well placed; the black pawn is not dangerous, and the knight can support the advance of the white pawns. The win is achieved without difficulty.

1 h5 (the simplest, although other moves are also possible) **1 ... Kg7** (if 1 ... Be8, then 2 Nf5 Bd7 3 g5+ Kf7 4 Ke5 d4 5 g6+ Kf8 6 N×d4 Bg4 7 h6, winning) **2 Nf5+ Kh7 3 g5 Be8 4 Kg4 Bf7 5 Kh4 Be8 6 Nd6! Bd7** (6 ... d4 7 N×e8 d3 8 Nf6+ Kg7 9 Ne4) **7 g6+ Kg7 8 Kg5 d4 9 h6+ Kf8 10 h7 Kg7 11 Nf7,** and White wins.

But if this position is moved one rank down the board, it becomes impossible to win.
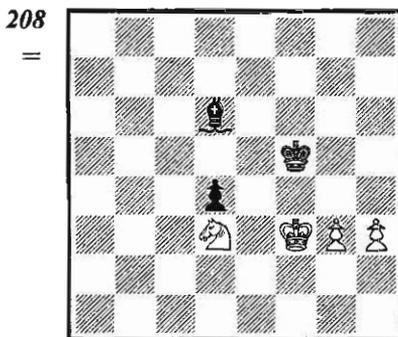
208. White is unable to unite his forces, for example: **1 h4 Kg6 2 Nf4+ Kh6 3 g4.**

The attempt to win the pawn proves unsuccessful: **3 Ke4 Bb4! 4 K×d4** (*4 g4 Be7! 5 Ng2 d3! 6 K×d3 B×h4*) **4 ... Be1 5 Ne2 Kh5 6 Ke5 Kg4 7 K∞ B×g3 8 N×g3 K×h4** etc.

3 ... Be7! 4 Kg3 Bf6 5 Kh3 (if 5 Ne6, then 5 ... d3 6 g5+ B×g5 7 h×g5+ Kh5) **5 ... Be7,** and White cannot make any progress.

Marshall–Marco
Monte Carlo, 1904
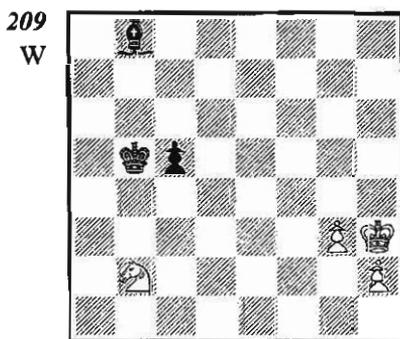
209. Here too it is difficult for White to unite his forces. The knight has to watch the dangerous enemy passed pawn, and the king has to support its own pawns. But for the moment the black pieces are a long way from White's pawns.

The game continued: **1 Kg2 c4 2 Kf3 c3 3 Nd3 Kc4 4 Ne1 Kd4 5 h4 Bd6 6 g4 Be7 7 g5 Ke5 8 Kg4.**

White has made an important advance with his pawns, and for the moment has not allowed the opposing king across.

8 ... Bf8 9 Nc2 Ke4 10 h5 Kd3 11 Na1!! (*11 Ne1+ leads only to a draw after 11 ... Kd2! 12 Nf3+ Ke3 13 Ne1 Kd2*) **11 ... Ke4 12 h6 Ke5 13 Kh5 Kf5 14 Nc2.**

Black is in *zugzwang*. He is forced either to move his king and allow the opposing king in at g6, or else to move his bishop.

14 ... Bd6 15 Nd4+! Ke4 16 Ne2 c2 17 g6 Ba3 18 g7 Kd3 19 g8=Q K×e2 20 Qa2 Resigns.

Black's king was unable to support his bishop in the battle against the passed pawns. This happened because of Black's poor manoeuvring with his king. Against correct defence White would have been unable to realize his advantage. The simplest way to draw was by **5 ... Ke5! 6 g4 Kf6!**, bringing the king across to the pawns, when it is difficult for White to pierce Black's defences. For example: **7 g5+ Kf5 8 Nc2 Ba7 9 Ne3+ Kg6 10 Ke2 Kh5 11 Ng2 Bb8** (but not 11 ... Bf2? 12 K×f2 c2 13 Kg3! Kg6 14 Nf4+ and 15 Ne2) **12 Kd3 Bg3 13 K×c3 B×h4.**

However, by playing as he did in the game Black should also not have lost. It was only after the white pawns had crossed the 5th rank that purposeful play was demanded of Black. His decisive mistake was 10 ... Kd3?, taking the king too far away. By 10 ... Ke5! 11 h6 Ke6! 12 Kh5 Kf7! 13 Ne1 Bc5 14 g6+ Kf6 Black could have successfully defended, as the following variations show:

a) 15 g7 Kf7 16 Nc2 Bd6 17 Kg5 Be7+ 18 Kf5 Bd6 19 Ne3 Be7 20 Kf4 Bf6, with a draw.

b) 15 h7 Kg7 16 Kg5 Bb6 17 Nc2 Bc5 18 Kf4 Kh8 19 Ne3 Bf8 20 Ke5 Bg7+ 21 Ke6 Bf8 22 Kf7 Bg7, with the same result.

1.72 Two connected pawns, one passed

Usually the result depends mainly on whether the stronger side can win the opponent's lone pawn.

Romanovsky–Verlinsky
Moscow, 1925

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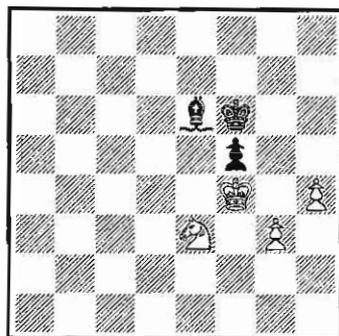
210. Here the battle is bound to revolve around the f5 pawn. In order to win it, White must push back the opposing king and break through with his own king to e5 or g5. But for the moment Black's king is covering these squares, and his bishop not only defends the pawn, but also guards the black king against checks which would divert him from his main task. If it were Black to move, he would immediately be in *zugzwang*, since on 1 ... Kg6 there follows 2 Ke5, and on 1 ... Bd7 or 1 ... Bc8—2 Nd5+ Ke6 3 h5!

But it is White to move, and if he plays 1 h5, it is he who ends up in *zugzwang* after 1 ... Bf7! 2 h6 Be6!, e.g. 3 Nc2 Bg8 4 Nd4 Bh7, with an easy draw.

Let us first see how the game went.

1 Nc2 Bf7 2 Na3 Bd5 3 Nb5 Be6 4 Nd6! (White has managed to put Black in *zugzwang*) **4 ... Bd7 5 h5! Be6 6 Ne8+! Kf7 7 Nc7 Bc8 8 Kg5 Bd7 9 Nd5 Kg7 10 Ne3 Kh7 11 N×f5** Resigns.

The conclusion of this game has been the subject of numerous analyses, and is given in many works on the endgame as a classic example of how to realize such an advantage.

Since up till now there has been no exhaustive analysis of this ending, we will examine it in some detail.

White's main threat is to create a position in which he can advance his h-pawn or break through with his king to e5 or g5. An important tactical means of attaining this is a knight check diverting the enemy king. In the game White was able to achieve such a position after his 4th move. But perhaps Black can manoeuvre with his bishop so as to prevent the knight check diverting the king, and simultaneously control the advance of the h-pawn? To decide this, let us try using the method of corresponding squares.

We have already established that with the knight at e3 the bishop must be at e6. It is easy to see that if the knight is at d4 the bishop must be at d7 or g6. Let us determine where the bishop should be if the knight has occupied d6. In this case the bishop must control h5 and e8, and simultaneously defend the f5 pawn. It is clear that the bishop can cope with this task from g6.

Let us consider some more of the corresponding squares. The only square which corresponds to c7 is f7. If the bishop is at c6, White wins by 1 h5 Be4 2 Ne8+. Let us now try to find the square for the bishop if the knight reaches b6. If Black's bishop is at e6, he loses after 1 h5! Bg8 (*1 ... Bf7 2 Nd7+ Ke6 3 h6* is even worse) 2 Nd7+ Ke6 3 h6! K×d7 4 K×f5 Ke7 5 Kg6 Kf8 6 h7.

Perhaps the place for the bishop is at f7? A straightforward analysis shows that after 1 Nd7+ Ke6 2 Ne5! Be8 3 Nc4 Kf6 4 Ne3! Black loses the correspondence.

It remains to consider the case with the bishop at g8. This position constitutes an elegant study.

211. By subtle play White forces a win: **1 Nd7+ Ke6** (if 1 ... Kg6 2 h5+! Kh6 3 K×f5 Bf7 4 Nf6) **2 Nc5+! Kf6 3 h5! Bh7!**

Black's strongest defence. He loses quickly after 3 ... Bf7 4 Nd7+ Ke6 5 h6. Now White

Averbakh, 1958

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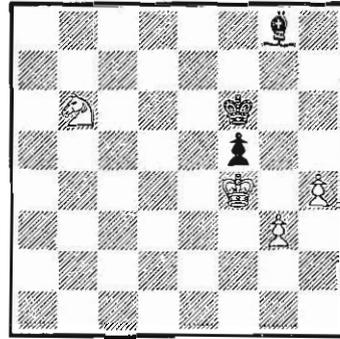
has to put the opponent in *zugzwang*, but this is not easily done. Nothing is achieved, for example, by 4 Nb7 Bg8 5 Nd6 Bh7!

4 Nd7+ Ke7 5 Ne5 Kf6 6 h6!

Only this continuation leads to a win. The following is a nice false trail: 6 Nf3 Bg8 7 Nh4 Bf7? 8 h6 Be6 9 h7 Kg7 10 Ng6!, and White wins, but the correct reply 7 ... Be6! 8 h6 Bc8! frustrates this plan.

Now Black has two possibilities:

a) **6 ... Bg8 7 Nd7+!** (the knight goes to d7 for the third time, this time with decisive effect) **7 ... Kg6** (7 ... Ke7 8 K×f5 leads to continuations already considered) **8 h7!!** The h-pawn has made an irresistible advance, and both after 8 ... B×h7 9 Nf8+ and 8 ... K×h7 9 Nf6+ White wins.

b) **6 ... Ke6! 7 Nf3 Kf6 8 Nh4!** Here too Black ends up in *zugzwang*, and is forced either to allow the white king to reach g5, or to give up the f-pawn. The rest is comparatively simple, for example: **8 ... Bg8 9 N×f5 Bh7 10 g4 Kg6 11 g5 Nh5 12 Ng3+ Kg6 13 Kg4 Bg8 14 Ne2 Bb3 15 Nf4+ Kh7 16 Kf5 Bc2+ 17 Kf6 Bb1 18 Ne6 Bc2 19 Nf8+ Kg8 20 g6! K×f8 21 h7,** and White wins.

We have been able to establish that, with the knight at b6, Black is powerless to prevent White from carrying out his basic threat. But perhaps Black can prevent the knight from reaching b6? Let us return to position 210, and on **1 Nc2** let us play **1 ... Bc8,** when 2 Na3 can be met by 2 ... Ba6. Then

a possible continuation is **2 Nd4 Bd7! 3 Nb3 Bb5 4 Nc5 Bc6! 5 Na6 Bd5** (or 5 ... Be8) **6 Nc7 Bf7!** Black has managed to occupy the corresponding square f7 with his bishop, but now **7 Na8!!**—and nevertheless the knight reaches b6!

Let us finally try to clarify whether or not Black could have defended more effectively by keeping his bishop on the b1–h7 diagonal. I. Rabinovich and Fine think not, and give the following variation: **1 Nc2 Bf7 2 Na3 Bd5 3 Nb5 Ba2 4 Nd6 Bb1 5 Ne8+ Kf7 6 Nc7 Kg6 7 Nd5 Bc2 8 Ke5 Kh5 9 Nf4+ Kh6** (if 9 ... Kg4 10 Kf6! K×g3 11 h5!) **10 Kf6 Bb1.**
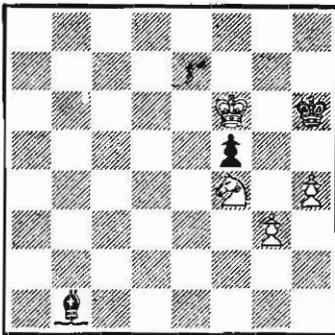
212. White has pushed back the black king, and he is able to win the f-pawn: 11 Ne6 Kh5 12 Kg7, when Black loses after both 12 ... Kg4 13 Nf4! K×g3 14 h5!, and 12 ... f4 13 N×f4+ Kg4 14 h5 K×g3 15 Ng6.

It would seem that the ending has been analyzed completely, but in position 212 Black has a last chance: on **11 Ne6** to play **11 ... Bc2! 12 Ng7 Bd1! 13 N×f5+ Kh5 14 Ng7+ Kh6! 15 Ne6! Bg4!**

Black defends desperately. He loses quickly after 15 ... Kh5 16 Nf4+ Kh6 (16 ... Kg4 17 h5 K×g3 18 h6 and 19 Ng6) 17 Kf5! Bc2+ 18 Kg4 Bd1+ 19 Kh3 and 20 g4.

16 Nf4!, and we reach position 136, which is won for White.

Thus we can now definitely say that in position 210 White wins.

When there is only one passed pawn, its direct advance succeeds only in the most exceptional cases. Here is one of these.

Prokes, 1947
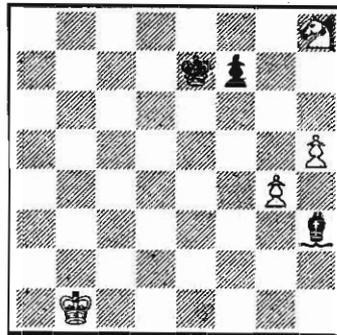
213. 1 h6 Kf8 (if 1 ... B×g4, then 2 Ng6+ f×g6 3 h7) **2 h7 Kg7 3 N×f7**, and Black can defend against 4 h8=Q+ only by **3 ... K×h7,** but then **4 Ng5+** wins his bishop.

If the passed pawn cannot be promoted, and it is not possible to win the opposing pawn, the game normally ends in a draw. The following example is typical.

Capablanca–Fine
Semmering–Baden, 1937
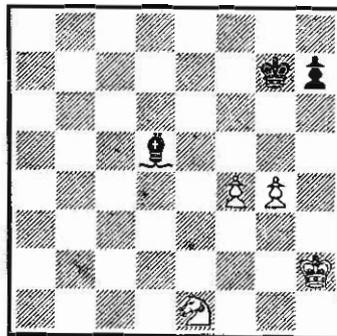
214. White was unable to realize his advantage: **1 Kg3 Kf6 2 Nf3 Be4 3 Ne5 Bc2 4 Kh4 h6 5 Nd7+ Kg7 6 f5 Ba4! 7 Nc5 Bd1 8 Kg3 Kf7 9 Kf4 Be2 10 Ne4 Bd1 11 Nc3 Bb3 12 Ke5 Bc4,** and a draw was agreed.

1.73 Two connected pawns, neither passed

In this case the result depends mainly on whether the stronger side can win the opponent's only pawn, or after the exchange of pawns obtain a won ending with one extra pawn.

Horwitz, 1885
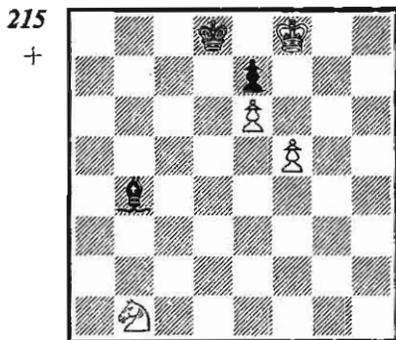
215. White wins by eliminating the e7 pawn: **1 Kf7 Kc7.**

There is a similar finish after 1 ... Be1 2 Na3 Bc3 3 Nc4 Bd4 4 Nd6! Be5 (*4 ... Bf6 5 Ne4 Bh4 6 f6*) 5 Nc8 Bf6 6 N×e7! B×e7 7 f6 B×f6 8 K×f6 Ke8 9 e7.

2 Nd2! Kd8 (or 2 ... B×d2 3 f6 Bb4 4 f×e7, and Black can resign) **3 Nf3 Bd6 4 Nh4 Ba3 5 Ng6 Bb4 6 N×e7! B×e7 7 f6 B×f6 8 K×f6 Ke8 9 e7,** and White wins.

There is also a straightforward win in the following example.

Prokes, 1947
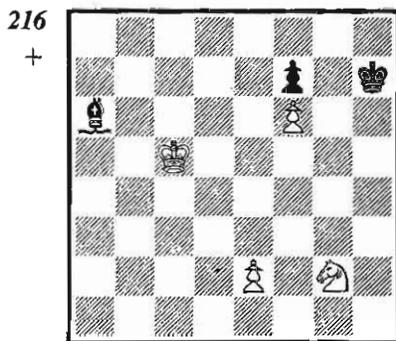
216. 1 e4! Kg6.

The composer's main idea was 1 ... Bb7, when White wins by 2 e5! B×g2 3 e6 f×e6 4 Kd6 Bf3 5 f7, queening the pawn.

2 e5 Kf5 3 Kd6 Bc8 4 Ne3+ Kg6.

The attempt at active play by 4 ... Ke4 also fails, e.g. 5 Nd5 Be6 6 Nc7 Bb3 7 e6!, winning.

5 Ke7 Be6 6 Nc2 Bc4 7 Nd4 Bd5 8 e6 Bc4! 9 Ne2!, and White wins.

Botvinnik, 1944
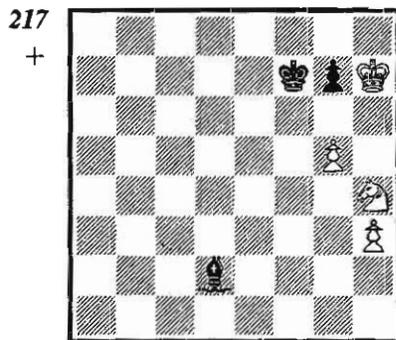
217. Here it is much harder to carry out the winning plan of attacking the g7 pawn.

1 Nf3! Bf4 2 h4 Bg3 (Black has to stick to waiting tactics; 2 ... g6 can be met by 3 h5!) **3 h5 Bf4 4 g6+** (now is the right time for this) **4 ... Kf6** (4 ... Kf8 loses to the familiar manoeuvre Nd4–f5×g7 followed by h5–h6) **5 Ne5!!** (a spectacular deciding move) **5 ... K×e5** (on 5 ... B×e5 White wins by 6 h6!, while if Black does not take the knight, but plays for example 5 ... Bc1, there again follows 6 h6! B×h6 7 Ng4+ etc.) **6 K×g7 Ke6 7 h6 Ke7 8 Kh7,** and White wins.

On the 1st move Black could have played 1 ... Bc3 2 h4! Bb2 (if *2 ... g6, then 3 Nh2 Bb2 4 Ng4* with the threat of *5 Nh6+*) 3 h5 Bc3 4 Nh4! Bd2 5 g6+ Kf6 6 Nf5! (a fresh sacrifice!) 6 ... K×f5 7 K×g7 Kg5 8 Kh7! (but not *8 h6? Kh5 9 h7 Bc3+ 10 Kf7 Kh6*) 8 ... Bc3 9 h6, again winning.

In the above examples White was prepared to sacrifice his knight to win the opponent's

only pawn. This was possible, because the white pawns were well advanced and constituted a formidable strength, with which the black pieces were unable to cope.

Let us move the pieces in position 215, with the exception of the knight, one rank down the board.

Averbakh, 1958

218
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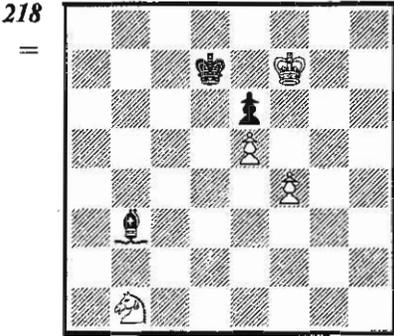
218. White is no longer able to win, since he cannot win the pawn, and the sacrifice of the knight for it leads only to a draw. It is true that Black has to defend accurately.

1 Nc3 Bc2!

For the moment the knight must be prevented from going to e4. After 1 ... Bc4 2 Ne4 Kc6 (*3 Nc5+* was threatened) 3 Ke7 and 4 Ng5 White wins very easily.

2 Ne2 Bd1 (also possible is 2 ... Be4 3 Nd4 Bd5 4 Kf6 Bc4 5 Nf3 Be2 6 Ng5 Bg4!) **3 Ng3 Bf3!**

The only move! After 3 ... Bc2 4 Nh5 Bb3 (*4 ... Bf5 5 Ng7! Bg4 6 f5!*) 5 Nf6+ Kc6 (*5 ... Kd8 6 Nh7 Kd7 7 Nf8+ and 8 N×e6*) 6 Ke7 Bc4 7 Ne4 and 8 Ng5 White wins the pawn.

It should be mentioned that after 3 Nd4 the only way to draw is by 3 ... Bh5+! Black loses after 3 ... Bg4 4 Kf6 Bh3 5 f5 e×f5 (or *5 ... B×f5 6 N×f5 e×f5 7 Kf7!*) 6 e6+ Kd8 7 Nb5 followed by 8 Nd6+ and 9 e7+.

4 Kf6 Bg4 5 Ne4 (at last the white knight has reached e4, but now it is no longer dan-

gerous) **5 ... Kc6! 6 Ke7 Bf5 7 Ng5 Kd5 8 Kf6 Bg4 9 N×e6** (here this sacrifice leads only to a draw) **9 ... B×e6** (or even 9 ... Ke4, when White is in *zugzwang*) **10 f5 Bg8!** (10 ... Bc8 11 e6 Kd6 12 e7 Bd7 13 Kf7 Ke5 14 f6, followed by 15 Kg7 and 16 f7) **11 e6 Kd6 12 e7 Kd7 13 Kg7 K×e7!** with a draw.

Halberstadt, 1956

219
+
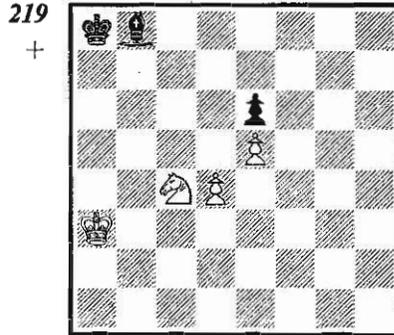
219. It is difficult for White to approach the e6 pawn. He is saved only by the poor position of the black bishop. By combining threats to the bishop with an attack on the e-pawn, White is able to win.

1 Kb4! (only a draw results from 1 Nb6+ Kb7 2 Nd7 Ba7 3 Nc5+ Kc6 4 N×e6 Kd5) **1 ... Kb7** (1 ... Ba7 loses quickly to 2 d5! Kb8 3 d6 Kc8 4 Kb5 Kb7 5 Na5+ Kc8 6 Kc6) **2 Kb5 Kc7!** (If 2 ... Ba7, then 3 Na5+ Kc7 4 Nb3 Kd7 5 Nc5+ Ke7 6 Ka6 Bb8 7 Kb7) **3 Na5!** (3 Nd6 Ba7! 4 Ka6 B×d4 5 Nb5+ Kc6 6 N×d4 Kd5 7 Nf3 Ke4) **3 ... Kd7 4 Nb7! Bc7 5 Kc5!**

The last precise move. If 5 Nc5+, then 5 ... Ke7 6 Ka6 Kf7 7 Nb7 Kg6 8 Nd6 Kg5 9 Kb7 Ba5 10 Kc6 Kf4 11 Kd7 Bc3, with a draw.

5 ... Bb8 6 Kb6 Bc7+ 7 Kb5 Bb8 8 Nc5+ Ke7 9 Kb6, and Black loses his bishop.

We will now examine two examples where the pawn cannot be won, and the exchange of pawns leads only to a draw.

220
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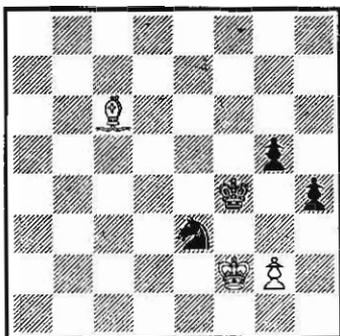
220. Black succeeds in pushing the opposing king back to the edge of the board, but he is unable to achieve anything more. For example: **1 ... Ng4+ 2 Kg1 Kg3 3 Bb7 Ne3 4 Bc6 g4 5 Bd7!**

Waiting tactics could have proved fatal. If 5 Bb7, then 5 ... h3 6 g×h3 g×h3 7 Kh1 Ng4 8 Kg1 h2+ 9 Kf1 Ne3+ 10 Ke2 Ng2. But now 5 ... h3 does not work, while on 5 ... N×g2 there follows 6 B×g4.

The draw is rather more difficult to attain in the following example.

Keeble, 1911

221
=
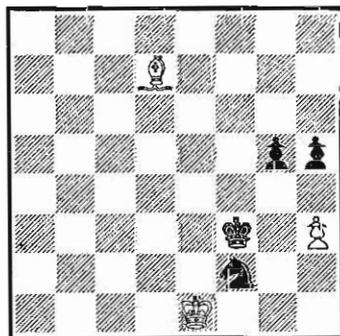
221. Black is threatening to win easily by 1 ... h4 and 2 ... Kg3. But it is White to move, and by a temporary pawn sacrifice he is able to save the game.

1 h4!, and now:

a) **1 ... g×h4 2 Be8! h3 3 B×h5+ Kg2 4 Ke2 h2 5 Bf3+ Kg1 6 Bb7 Ng4 7 Ke1 Ne3 8 Bh1!** etc. (88).

b) **1 ... g4 2 Be8! g3 3 B×h5+ Kg2 4 Ke2** followed by **5 Bf3**, with a draw.

1.74 Two isolated pawns, both passed

Here, as in the case with connected passed pawns, the result depends on whose pawns are the more dangerous.

222
+
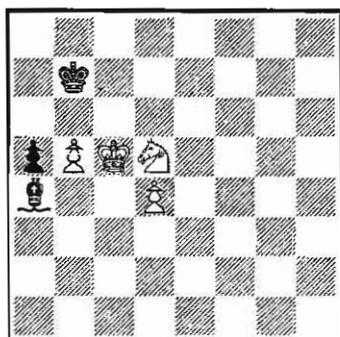
222. White wins by the rapid advance of his pawns.

1 Nf6 Bb3 2 d5 a4 3 d6 a3 (3 ... Be6 4 Kb4 Kb6 5 d7) **4 d7 a2** (or 4 ... Kc7 5 b6+ Kd8 6 b7) **5 d8=Q a1=Q** (the queens have appeared simultaneously, but now White gives mate) **6 Qb6+ Ka8** (6 ... Kc8 7 Qc6+ Kb8 8 Nd7+, 9 Qb6+ and 10 Qb8 mate) **7 Qc6+ Ka7 8 b6+ Ka6 9 b7+ Ka7 10 b8=Q+! K×b8 11 Nd7+ Ka7 12 Qb6+ and 13 Qb8** mate.

The strength of a centralized king position is well demonstrated by the following study.

Réti, 1922

223
+
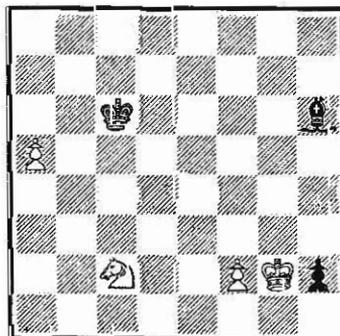
223. White cannot take the pawn, in view of 1 ... Kb5 followed 2 ... K×a5. He wins by an original manoeuvre: **1 Nd4+! Kc5 2**

Kh1!!, and Black is unexpectedly in *zugzwang*. Moving the king to b4 or d5 allows the a-pawn to queen, while 2 ... Kd6 or any bishop move leads to the loss of the bishop. A fascinating position!

Had Black played 1 ... Kb7, White would have easily won the ending with two extra pawns after 2 K×h2, e.g. 2 ... Ka6 3 Nb3 Bf4+ 4 Kh3 Kb5 5 Kg4 Bb8 6 f4 Kb4 7 f5 K×b3 8 f6 Kb4 9 f7 Bd6 10 a6 etc.

In such endings where both sides have passed pawns, a material advantage is often not important. Cases are possible where the side with the bishop wins.

Marwitz, 1937
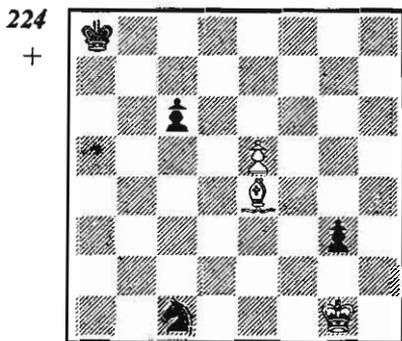
224. The immediate 1 e6 Ne2+ 2 Kf1 fails to win after 2 ... g2+! 3 B×g2 Ng3+ and 4 ... Nf5. White exploits the unfortunate positioning of the black pieces as follows:

1 Bd3! (threatening 2 e6) **1 ... Kb7 2 Bc4! Kb6 3 Kg2 Kc5 4 K×g3! K×c4 5 e6 Ne2+ 6 Kh2!**, and the white pawn queens.

1.75 Two isolated pawns, one passed

Depending on the placing of the defender's pieces, there can be the most varied plans for realizing the advantage.

225. The black king is cut off from the d-pawn. White's plan is to advance his d-pawn towards the queening square, without losing his g-pawn. To do this his king has to make a lengthy journey to c8.

Grigoriev, 1931
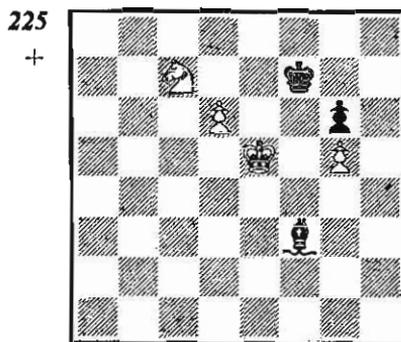
1 Kd4 Bc6 2 Kc5 Bd7 3 Kb6 Ba4.

This is Black's best defensive plan. The king cannot move because of 4 Nd5, and the white king must not be allowed in at c6.

4 Ka7!

White has to play very exactly. The direct 4 Kb7 does not achieve anything after 4 ... Bd7!, for example:

a) 5 Nd5 Ke6 6 Kc7 Ba4 7 Ne7 Be8 8 N×g6 Kf5! 9 Kd8 Ba4, with a draw.

b) 5 Kb8 Bf5! (*5 ... Ba4? loses to 6 Kc8 and 7 d7, as does 5 ... Bh3? 6 Nd5 Ke6 7 Nf4+ K×d6 8 N×h3, or 5 ... Bg4? 6 Nd5 Ke6 7 Nf6! K×d6 8 N×g4 Ke6 9 Nf6 Kf5 10 Nh7*) 6 Nd5 Ke6, with a draw.

4 ... Bc6 5 Kb8 Bd7 6 Kb7 (here it is Black's move, and this is his downfall) **6 ... Bf5 7 Nd5 Ke6 8 Kc6!** (with the king at b8, 8 Kc6 was not possible) **8 ... Ke5 9 Nf6 Kf4 10 Nh7.** The g-pawn is defended, and for the d-pawn Black has to give up his bishop. White has achieved his aim.

It is useful for the reader to note that example 225 is won for any position of the white king and the black bishop*.

At the very end there was more than one way to win. On his 9th move White could also have played 9 Ne7 Be6 (*9 ... Bc2 10 Kc7 Ba4 11 Nc6+ etc.*) 10 N×g6+ Kf5 11 Nf8 Bc8 12 Kc7, and wins.

* With the exception, of course, of the white king being at h7 or h8.

If diagram 225 is moved one file to the right, in the resulting position White is again able to win.

226
+

226. 1 Ke4 Bd6 2 Kd5 Be7 3 Kc6 Ba3 4 Kb7! Bb4 5 Kc8! Be7 6 Kc7! Bg5 7 Ne5 Kf6 8 Kd6! Kf5 9 Nf7!

9 Ng6 Kg4 would have been pointless, since here there is no square for the knight corresponding to h7 in example 225.

9 ... Bf6 10 N×h6+ Kg5 11 Ng8 Bd8 12 Kd7, and White wins.

If the defender's pieces are badly placed, it may sometimes be possible to gain a decisive advantage even without bringing the king up to the pawns.

Mattison, 1914

227
+

227. Black's pieces are not yet in a position to halt the dangerous passed a-pawn. His king is some distance away, and his bishop too requires a tempo to halt the pawn's ad-

vance. Exploiting the advantages of his position, White gains a decisive advantage.

1 c6! (the second pawn is sacrificed to hinder the bishop as much as possible in its battle with the a-pawn) **1 ... d×c6 2 a6 Bf3 3 Ng5 Bd5 4 Ne6!** (threatening the deadly 5 Nc5, so that Black's reply is forced) **4 ... c5 5 Nc7+ Kd7 6 N×d5 Kc8! 7 Nb6+ Kb8 8 Nd7+ Ka7 9 N×c5,** and White wins.

Fedotov, 1954

228
+

228. Black's king is not in time to take part in the battle against the passed f-pawn, which has to be stopped by his bishop. But by attacking the b-pawn with his king, he can obtain a passed pawn on the a-file. To win, White must be able to parry this threat, and this is achieved as follows:

1 Nf4 Bd1 2 Nd5+ Kb3 3 f6 Bh5 4 Nf4 K×b2! (the only possibility of putting up a resistance; if 4 ... Be8, then 5 Kf8 Bb5 6 Ke7 Bc4 7 Ne6) **5 N×h5 a4 6 Nf4! a3 7 Nd3+ Kc3 8 Nb4! K×b4 9 f7 a2 10 f8=Q+,** and White wins.

With its forking ability, the knight is a very cunning piece. This is well shown in examples 229–231, where in each case the advance of the passed pawn is decisive.

229. The black bishop has a mass of squares available to it, and it is hard to imagine that within a few moves it will be caught. The solution goes:

1 b6 Kd6 2 Nf5+ Kd7 3 Ne7! Ba2!

Troitsky, 1914

229
+

If the bishop goes to h7, Black is in *zug-zwang* after 4 Kd2, while a move to any of the four squares f7, e6, c4 or b3 leads after 4 b7 Kc7 5 Nc6! K×b7 6 Nd8(a5)+ to a fork and the loss of the bishop.

4 Kd2 Bb1.

The a2–g8 diagonal unexpectedly proves too short! There are insufficient squares for the bishop on it.

5 Kc1 Ba2 6 Kb2, and the bishop is caught!

Slightly earlier, this theme was introduced in the following study.

Kubbel, 1909

230
+

230. 1 d6 Kb6.

1 ... Kb8 can be met either by the game continuation, or by 2 Nf3 followed by 3 Ne5 and the approach of the king to the d-pawn (indicated by Chekhover).

2 Kc1, and the bishop is caught, since if 2 ... Ba2 3 Kb2, while if it moves to one of

the squares d3, e4, g6 or h7, it is lost after 3 d7 Kc7 4 Ne6+ K×d7 5 Nc5+ or 5 Nf8+.

The bishop can also be caught in the following position.

Liburkin, 1947
(from a study)

231
+

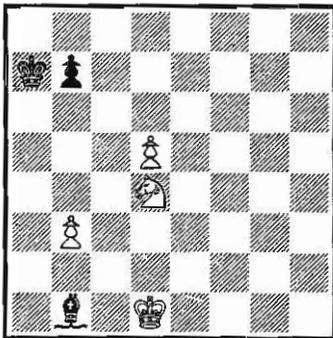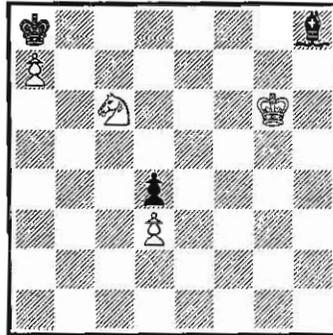**231. 1 Kf7 Kb7 2 a8=Q+!** (the pawn is sacrificed to create a *zugzwang* position) **2 ... K×a8 3 Kg6! Kb7 4 Nd8+ Kb6 5 f7** etc.

It more often happens that the direct advance of the passed pawn does not succeed. In this case the stronger side must combine the threat of advancing his passed pawn with an attack on the enemy pawn.

Košek, 1914

232
+
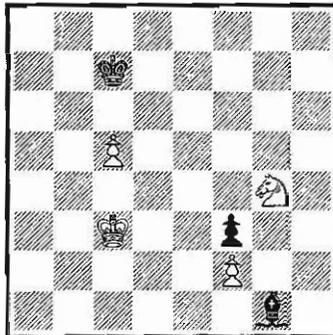
232. The attempt to queen the pawn immediately does not succeed: **1 Kc4 Kc8!** (if *1 ... Kc6, then 2 Ne5+ Kc7 3 Nd3 Kc6 4 Kd4 Kc7 5 Ke3*, picking up the black pawn with an

easy win) **2 Kd4 Kb7!** (on *2 ... Kc7* there would have followed *3 Kd5 Kd7 4 Ne5+ Kc7 5 Nd3*) **3 Kd5 Kc7! 4 c6 Kc8 5 Kd6 Kd8 6 c7+ Kc8**, with a draw.

To win White must transfer his knight to d3, and then win the black pawn. Can Black prevent this? This is once again a problem of corresponding squares.

We have already established that with the white king at c4 Black's king must be at c8, and the square corresponding to d4 is b7, and that to d5 is c7. Now let us determine which square corresponds to d3. It is adjacent to c4 and d4, and hence the squares corresponding to it must be c7 and b8.

But b8 will not do, since then 1 Ke3 Kc7 2 Ne5 wins the black pawn, and c7 is already occupied by the king. Now the solution becomes completely obvious:

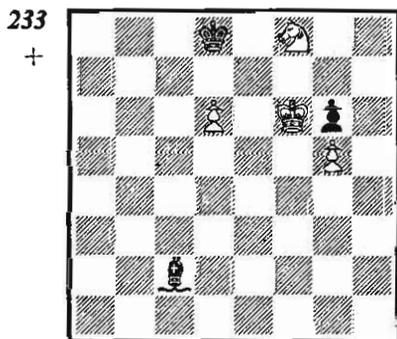**1 Kd3 Kc6 2 Kc4! Kb7 3 Kd4! Kc7 4 Kd5 Kd7 5 Ne5+ Kc7 6 Nd3 Bh2 7 Ke4 Kc6 8 K×f3**, and White wins.

### Grigoriev, 1931

233
+

233. White is attacking the enemy pawn, but its immediate capture does not lead to a win: 1 N×g6? Kd7 2 Ne7 K×d6 3 Nf5+ Kd7 4 g6 Bb3, with a clear draw.

The win is achieved by combined play: **1 d7! Bf5 2 Kf7!**, and Black must either give up his pawn or allow the white king to reach d6. In each case the win becomes elementary.

It is interesting that in this position White wins irrespective of where the bishop is, and also if his knight is at b8, c5 or e5, since in each case with the king at d6 there is a threat of mate by the knight.

After our acquaintance with positions 225 and 233, it is not difficult to work out the following example.

Grigoriev, 1931

234
+
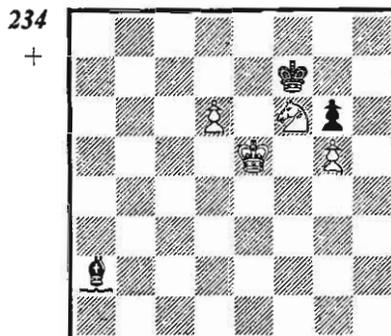
234. 1 Nd5 Ke8 (2 d7 was threatened) **2 Nc7+ Kd7! 3 Na6! Ke8 4 Nb8 Kf7!** (otherwise after 5 Kf6 position 233 is reached) **5 Kd4 Bb3.**

Black loses quickly after both 5 ... Ke6 6 d7 Ke7 7 Kc5 and 8 Kc6, and 5 ... Ke8 6 Kc5 Kd8 7 Kc6 and 8 d7. Now on 6 d7? there follows 6 ... Ke7 7 Kc5 Ba4!, with a draw.

6 Kc5 Ba4! 7 Kd5! (a subtle waiting move; 7 Kb6 can be met by 7 ... Ke6 8 Kc7 Be8!, with a draw) **7 ... Bb5 8 Nc6! Ke8 9 Ne5 Ba4 10 Ke6 and 11 d7**, with an easy win.

In position 234 White also wins for other positions of the bishop. We will consider two of them (d1 and h3).
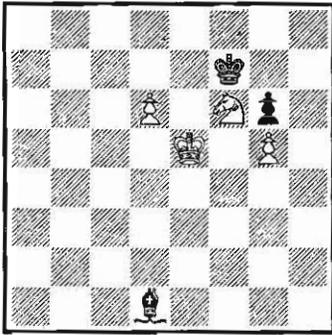
235. 1 Nd5 Ke8 2 Nc7+ Kd7 3 Na6! Ke8! 4 Nb8! Kf7! (as yet, everything proceeds as before) **5 Kd5 Bf3+** (if 5 ... Ba4, then all the same 6 d7! Ke7 7 Kc5! B×d7 8 N×d7 K×d7 9 Kd5, and White wins) **6 Kc5 Ke8! 7 d7+!**

The attempt to win a piece after 7 Kb6 Kd8 8 Nc6+ Kc8! 9 d7+ K×d7 10 Ne5+ leads only to a draw: 10 ... Ke6 11 N×f3 Kf5 etc.
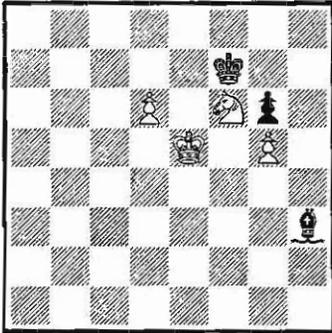
Grigoriev, 1931

235
+

7 ... Ke7 8 Nc6+ B×c6 (8 ... K×d7
9 Ne5+ Ke6 10 N×f3 Kf5 11 Kd6, winning)
9 K×c6 Kd8 10 Kc5!, and White wins.

Grigoriev, 1931

236
+

236. 1 Kd5! Bg2+ 2 Kc5 Ke6 3 Nh7! Be4.

Black defends against the threat of 4 Nf8+
and 5 N×g6. 3 ... Bh3 is met by 4 Kc6,
and 3 ... Kf7 by 4 Kb6.

4 Nf8+ Kf7 5 Kb6, and White wins.

Grigoriev thought this to be the only way,
but White can also win by **1 Nd5 Ke8 2 Ne7!**
(but not 2 Nc7+ Kd7 3 Na6 Ke8 4 Nb8 Kf7)
2 ... Kf7 3 Kd5 Bd7 4 Nc6!

Grigoriev considered only 4 Kc5 Ke6!
5 N×g6 Kf5 6 Nf8 Bc8 7 g6 Kf6 and 8 ...
Kg7, with a draw.

The move made by us is stronger, and after
it Black can no longer save the draw, e.g.:
**4 ... Be6+ 5 Kc5 Bf5 6 Ne5+ Ke6 7 d7 Ke7
8 Kc6** etc.

In rare cases, when the pawns are widely
separated, it sometimes proves possible to
sacrifice a pawn with the aim of diverting the
opposing king, and obtaining a won ending
with knight and pawn against bishop.

Fine, 1941

237
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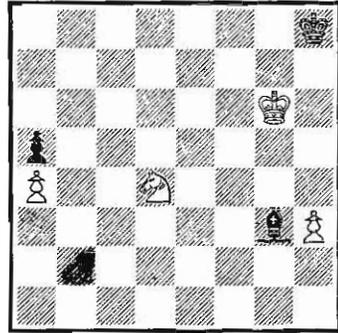
237. The simplest win is **1 Kf5 Kh7 2 Ke4
Kg6 3 Kd5 Kh5 4 Kc4 Be1** (4 ... Kh4 5 Nf5+)
**5 Kb5 Bc3 6 Nc6 Kh4 7 N×a5 K×h3 8 Nc6
Kg4 9 Nb4 Kf5 10 a5 Ke6 11 a6 Bd4 12 Kc6
Bf2 13 Nd5 Ba7 14 Kb7,** and White wins.

Up till now we have been examining exam-
ples where, with a greater or lesser degree of
difficulty, the stronger side was able to realize
his advantage. However, it is by no means
always that this is possible.

We will now turn to an analysis of positions
in which with correct defence a draw can be
achieved.

Hey, 1913

238
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238. This position is an exception. White's plan is to combine mating threats with an attack on the a5 pawn. By accurate play Black is able to maintain the balance.

To determine Black's best replies here it is very convenient to use the method of corresponding squares. Thus on 1 Nc6 Black must play 1 ... Bc7, defending both the pawn and the squares d8 and e5. This means that the sq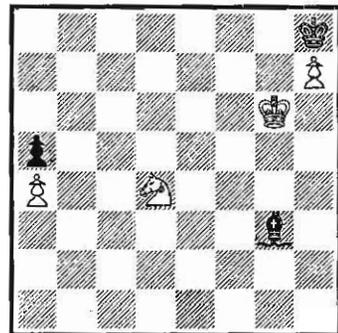uare corresponding to c6 is c7. With the knight at e6 the bishop must be at e7 or h4, parrying the theats of Ng5 and Nd8.

In this way we can compile a table of corresponding squares.

Knight	Bishop
c6	c7
e6	e7, h4
f5	f4, f8
f3	f4

We see that the bishop must remain on the h2–b8 diagonal, but must also have the possibility of reaching either e7 or h4. There are two such squares on the diagonal: g3 and d6. The bishop is already at g3, and hence the only move to maintain the correspondence is **1 ... Bd6!**

239
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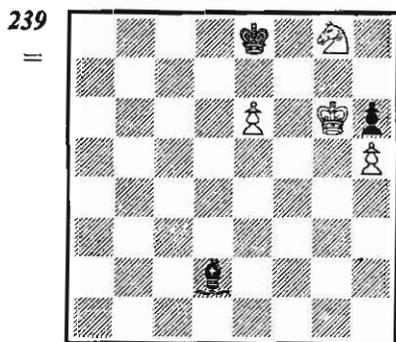
239. This example is obtained by moving position 233 one file to the right. White can no longer win, since after **1 e7 Bg5 2 Kg7** Black

has **2 ... B×e7 3 K×h6** (or **3 N×e7 K×e7 4 K×h6 Kf7**) **3 ... Ba3 4 Kg6 Bc1,** with a draw. In the event of **2 N×h6** Black draws by **2 ... B×e7 3 Nf5 Bb4 4 h6 Bc3 5 Ng7+ Kf8.**

The drawn result in this position means that the following is also a draw.

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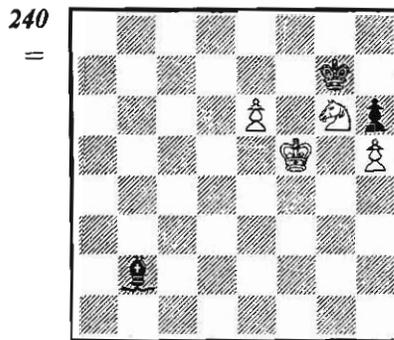
240. 1 Ne5 Kf8 2 Nd7+ Ke7 3 Nb6 Kf8 4 Nc8 Ke8 (here this is possible) **5 Kg6 Bc1 6 e7 Bg5 7 Kg7 B×e7!** etc.

Even with a far-advanced pawn it is not always possible to win, so that it is not surprising that a draw is possible in the following two examples.

Marchand–Shipman
Detroit, 1956

241
B
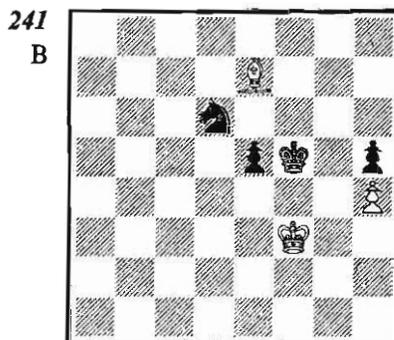
241. The continuation was **1 ... Ke6 2 Bd8 Kd5 3 Be7 Nf5 4 Bd8 Kd4 5 Bf6 Kd5 6 Bd8 Nd4+ 7 Ke3 Ne6 8 Be7 e4 9 Bf6 Nf8 10 Kf4 Ng6+ 11 Kf5.** Drawn.

Capablanca–Torre
Moscow, 1925

242
B
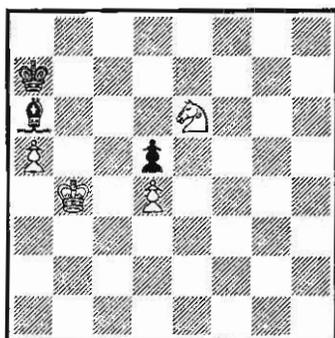
242. Despite the possible win of a second pawn, White is unable to gain a decisive advantage.

1 Nc7 Bc4 2 Kc5 Bb3! 3 Kc6 (3 N×d5 Ka6) **3 ... Bc4 4 a6 Be2!** (avoiding the trap 4 ... Bb3? 5 Kb5! Bc4+ 6 Ka5 and 7 Nb5+) **5 K×d5 Kb6 6 Kd6 Bg4 7 d5 Bf3!**, and White cannot prevent **8 ... B×d5!** with a draw.

The reader should note that the defender was able to draw, thanks to the fact that his lone pawn was on a square of the same colour as his bishop, so that he was able to defend it.

In the next example White draws by exploiting a stalemating possibility.

Kopnin, 1954
(conclusion of a study)

243
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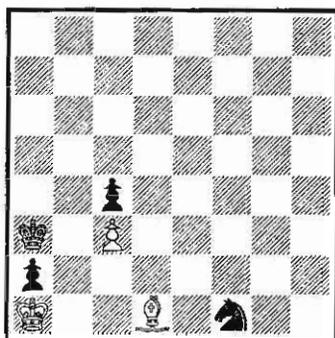
243. 1 Be2! (1 ... Nd2 was threatened) **1 ... Ne3 2 Bd1! Ng2 3 Be2 Ne1 4 Bd1 Nd3 5 Be2 Kb3 6 Bb1+ K×c3.**

Black appears to have been successful, since on 7 K×a2 there follows 7 ... Kd2 8 Ba4 (*8 Bb3 Nc1+*) 8 ... Nc5 9 Bb5 c3.

But after **7 Bb3!!** the draw becomes obvious.

We will now examine two examples, where inaccurate play by the defender in a drawn position led to his defeat.

Averbakh–Zhukhovitsky
Vilnius, 1946

244
B
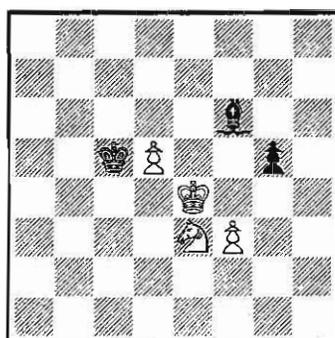
244. Black carelessly played 1 ... Bb2?, and after 2 d6 Kc6 (*2 ... Bf6 3 Kf5 and 4 Ke6*) 3 Nc4 Bc1 4 Ke5 Bf4+ 5 Ke6 he resigned. But by continuing, say, **1 ... Kd6** he could have drawn: **2 Nc4+ Kc5!** (2 ... Kd7 3 Kf5 Bd8 4 d6) **3 Ne5 Kd6 4 Nf7+ Ke7 5 Nh6 Kd6** etc.

Judd–Mackenzie
1888

245
B
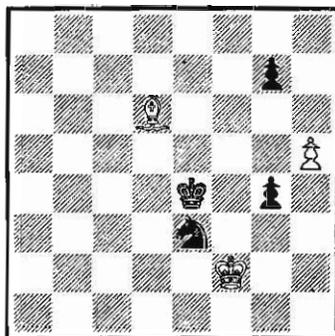
245. White is threatening 2 Bf8 Nf5 3 B×g7, with an elementary draw. Black played **1 ... Nf5,** defending against this threat, which should have been met by **2 Bc7,** e.g. **2 ... Nd4 3 Bd6 Kf5** (3 ... Ne6 4 Kg3 Kf5 5 Kh4) **4 Bf8 Ne6 5 B×g7!,** with a draw.

But White decided to take the initiative, and attacked the g-pawn by 2 Bf8?, when the sequel was 2 ... g3+ 3 Kg1 Kf3! 4 B×g7 N×g7! 5 h6 Ne6 6 h7 Nf4 7 h8=Q Ne2+ 8 Kf1 g2+ 9 Ke1 g1=Q+ 10 Kd2 Qc1+ 11 Kd3 Nf4+ 12 Kd4 Qa1+, winning the white queen.

1.76 Three pawns

This is normally a win. Here we will examine a few positions where for various reasons it proves impossible to realize the advantage.

Capablanca–Torre
Moscow, 1925

246
W
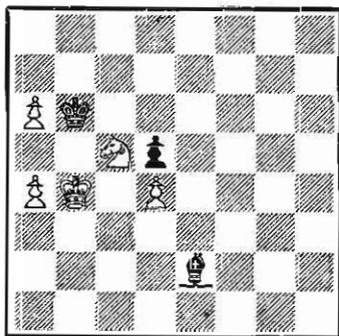
246. Capablanca played 1 a5+ Ka7 2 Ne6, and after 2 ... B×a6 the drawn position 242 was reached.

Stronger was **1 Kc3! Bf3 2 Kd2 Bg2 3 Ke3 Bh3 4 Kf4 Bg2 5 Ke5 Bf3 6 Ke6 Be4 7 Kd7.**

If Black continues to defend passively, he loses, for example: 7 ... Bf3 8 Kc8! Ka7 (*9 Kb8* was threatened) 9 Kc7 Be2 10 Kc6 Bf3

11 Kb5 Bg2 12 Ne6! Bf1+ 13 Ka5 B×a6 14 Nc7 Bc4 15 Nb5+ Kb8 16 Kb6 followed by a5–a6, and White wins.

But even here, by playing **7 ... Bf5+!** he is able to save the game, for example: **8 Kd6 Be4 9 Ne6 K×a6 10 Nc7+ Ka5 11 N×d5 Bf3 12 Nc3 Kb4! 13 d5 K×c3 14 Kc5 B×d5!,** with a draw.

Bondarenko, 1946

247
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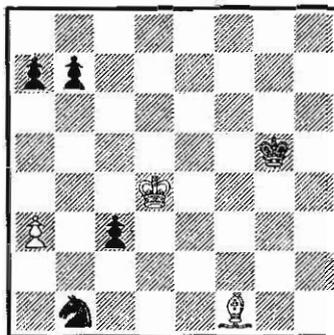
247. White succeeds in neutralizing the opponent's material advantage: **1 Bd3 N×a3 2 K×c3 Kf4 3 Kb3 Ke3 4 Ba6!** etc.

Rinck, 1917

248
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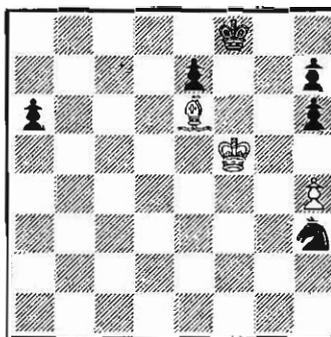
248. Black is as many as three pawns up here, but it does not help. After **1 Ke4! Nf2+ 2 Ke3 Nd1+ 3 Kd2 Nb2 4 Kc3 Na4+ 5 Kb4 Nb6 6 Kc5 Na4+** it becomes clear that there is nowhere for the knight to hide from the persistent pursuit of the white king.

1.8 ENDINGS WITH SEVERAL PAWNS (MATERIAL ADVANTAGE)

In this chapter and the following one we will be considering endings in which each side has at least two pawns.

We have not set ourselves the task of exhausting all possible cases. Using a comparatively small number of characteristic positions, we wish to show the basic methods of attack and defence when there is a large number of pawns.

An extra pawn in such endings constitutes a serious advantage, and in the majority of cases ensures a win. The realization plan has its special features, depending on which piece—bishop or knight—the stronger side possesses. Therefore it is sensible, as was done earlier, to divide the positions into two groups. In the first of these the stronger side will have the bishop, and in the second group he will have the knight.

1.81 Realization of an extra pawn with bishop against knight

Fully applicable here is the same winning plan as with bishops of the same colour (cf. *Comprehensive Chess Endings*, Volume One, p. 87). In the general case this plan consists of five basic steps:

1) The king and bishop take up their best positions.

2) The pawns are arranged in the most advantageous way possible, and the creation of a passed pawn is prepared.

3) Having deployed the pieces and pawns as well as possible, a passed pawn is created and advanced with the king's support.

Subsequent events depend on the plan of defence:

4) If the opponent attempts to stop the pawn with his knight, the bishop and king drive away the knight, ensuring the queening of the pawn or the win of the knight for it.

5) If the enemy king takes part in the battle against the passed pawn, its further advance normally becomes impossible. In this case, exploiting the fact that the enemy king has been diverted by the passed pawn, the stronger side's king attacks the opposing pawns on the opposite wing, with the aim of obtaining there a decisive advantage. It is very important to be able to create weaknesses in the opponent's pawn formation, so that the king should be able to approach the pawns.

Of course, not always can all five steps be carried out. In each specific case there can be special features which affect the evaluation of the position and the plan. All this we will see in our analysis of individual examples.

Nimzowitsch–Janowski
Carlsbad, 1907

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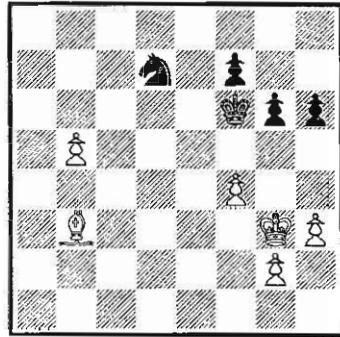
249. Here White has already created a passed pawn. Now he must improve the positioning of his pieces. In the first instance his king sets off to help the passed pawn.

1 Kf3 Ke7 2 Ke3 f6 3 Kd4 Kd6 4 Bd1.

Now the position of the bishop is improved. It is deployed such that it can support the passed pawn and attack the opposing pawns.

4 ... Nb6 5 Bf3 Nc8 6 h4.

For the moment Black is preventing the further advance of the passed pawn, and therefore White has to break through with his king to the black pawns. By this move he tries to weaken the opposing pawns.

6 ... Ne7.

If 6 ... Nb6, then 7 Be4 g5 8 f×g5 f×g5 9 h5 Nd7 10 Bf3 Nb6 11 Ke4 (the king attempts to approach the h6 pawn) 11 ... Ke6 12 Bg4+ Kf6 13 Kd4! Since the black king has been diverted to the defence of the invasion squares on the K-side, White takes his king to the aid of his passed pawn, which quickly decides the game.

7 Be4 g5.

After 7 ... f5 8 Bf3 Nc8 9 Bd5 Ne7 10 Bf7 Black is in *zugzwang*, and is forced to allow the king in at f6.

8 f×g5 f×g5 9 h×g5 h×g5, and we reach position 199, where White wins by capturing the g-pawn.

This was not a difficult example. Black had no counter-play, and was doomed to passive waiting. It more often happens that various difficulties arise in the process of realizing the material advantage. The opponent acquires counter-play, which has to be reckoned with.
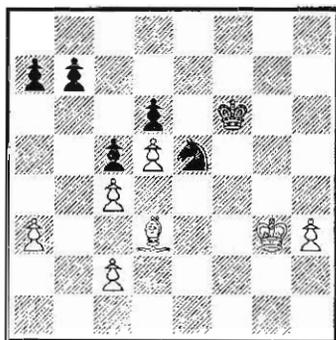
It is such positions that will interest us.

Spielmann–Krejcik
Vienna, 1930

250
+

250. The bishop is forced to defend the c4 pawn, which restricts it somewhat. Nevertheless, White is able to win. He first improves the position of his king, and then begins advancing his passed pawn.

1 Kf4 a6 2 Be2 (White withdraws his bishop, so as not to have to reckon with the threat of

2 ... b5 3 c×b5 N×d3+ 4 c×d3 a×b5)
2 ... b6 3 h4 Nf7 4 h5 Nh6 5 Bg4 Nf7 6 a4 Ne5 7 Be2 Nf7 8 Bd3 a5 9 Be2 Ne5 (if 9 ... Nh6, then 10 Bf1 Nf7 11 Bd3 Nh6 12 Bg6 Ng8 13 Bf5 Nh6 14 Be6, and the knight is trapped) **10 h6! Ng6+.**

White sacrifices his passed pawn so as to break through with his king to e6, but Black declines the sacrifice.

11 Kg4 Ne5+ 12 Kh5 Nf7 13 h7 Kg7 14 Bd3 Kf6 15 Kg4 Ne5+ 16 Kf4 Nf7 17 Be2 Kg6 18 Bf3! Nh8.

Black again declines the sacrifice, since after 18 ... K×h7 19 Kf5 Kg7 20 Be2 the white king breaks through.

19 Bg4 Nf7 20 Be6 Nh8 21 Bd7! K×h7 (this time Black is forced to take the pawn, since the immediate 21 ... Nf7 loses to 22 Be8) **22 Kf5 Kg7 23 Be8!** (White does not want to have to calculate the variations after 23 Ke6 Nf7 24 Be8 Ne5 25 K×d6 N×c4+, and prefers to go into a won pawn ending) **23 ... Kf8 24 Bh5 Ke7 25 Kg5 Nf7+ 26 B×f7 K×f7 27 Kf5 Resigns.**
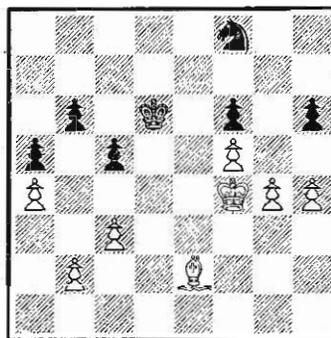
In this example, for the sake of a positional advantage (active king position) White sacrificed material—his extra pawn. In turn, his active king position led to further gain of material. This procedure is known as *transformation of advantages.*

Bonch-Osmolovsky–Konstantinopolsky
Moscow, 1949

251
+

251. White has everything prepared for the creation of a passed pawn. The game continued:

1 g5 h×g5+ 2 h×g5 f×g5+ 3 K×g5 Ke5 4 Bd3 (4 f6 Nh7+) **4 ... Nd7 5 Kg6 Nf6 6 Kf7** (the king embarks on a lengthy journey, the aim of which is to attack the b6 pawn) **6 ... Nd5 7 Bc4** (the immediate 7 Ke8 is simpler) **7 ... Ne3 8 Be6 Ng4** (8 ... N×f5 leads to a lost ending) **9 Ke7 Nf6 10 Bc8 Ne4 11 Kd7 K×f5 12 Kc6+ Ke5 13 K×b6.**

White has managed to break through with his king to the black pawns. The remainder is straightforward technique.

13 ... Nd6 14 Ba6 Kd5 15 Bb5 Nc8+ 16 K×a5 Kd6 17 Ba6 Ne7 18 Kb6 Nd5+ 19 Kb7 Ne3 20 Be2 c4 21 a5 Resigns.

Godai–Becker
Vienna, 1928
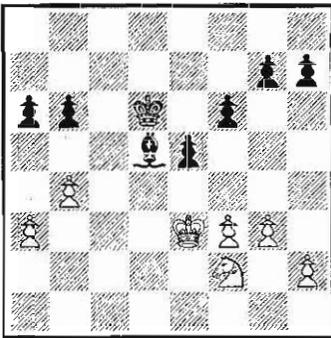
252. Black is a pawn up, but at present it is not advantageous for him to set up a passed pawn, since it will be difficult to support it with his king. But he is helped by the fact that White's Q-side pawns can be attacked by the king, and require defending.

Without for the moment creating a passed pawn, Black's king makes for the white pawns on the Q-side. He has to hurry, since 2 Nd1 and 3 Nc3! is threatened, defending the approaches to the pawns.

1 ... Kc6 2 Nd1 Kb5 3 Nb2 g5! 4 f4.

White prefers a quick death, by helping Black to obtain a dangerous outside passed

pawn. Against passive defence Black would in the end have succeeded in breaking through with his king to the opposing pawns. For example: 4 Ke2 a5 5 b×a5 b×a5 6 Ke3 h5 7 Ke2 Kc5 8 Ke3 Bc6, and White is in *zugzwang*.

4 ... e×f4+!

4 ... e4? would have been a strategic mistake, after which it would have been difficult for Black to support his passed pawn, since d4 would have been available to the white king.

5 g×f4 g4 6 f5 h5 (threatening ... h4 and ... g3 etc.) **7 Kd4 Bf3!**

Avoiding the trap 7 ... h4?? 8 K×d5 g3 9 h×g3 h×g3 (*9 ... h3 10 Nd1 h2 11 Nf2*) 10 Nd1! Ka4 (*10 ... g2 11 Nc3 mate!*) 11 Ne3.

8 Ke3 h4 9 h3 (or 9 Kf4 a5 10 b×a5 b×a5 11 Ke3 Bc6 12 Kf2 Kc5 etc.) **9 ... Bc6 10 h×g4 h3 11 Nd3 h2** White resigns.

We have already seen how important it is, in carrying out the winning plan, to be able to create weaknesses in the opponent's position.

From this point of view position 253 is interesting.

Konstantinopolsky–Panov
Moscow, 1949
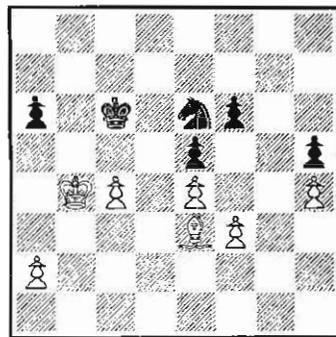
253. White has an extra pawn—at c4, but he is unable to advance it very far. For the moment it is also impossible to break through with his king to the opposing pawns on the

K-side. On the other hand, Black has a significant weakness—his pawns at f6 and e5, which are on squares of the colour of the bishop. It is only thanks to the existence of these weaknesses that White is able to realize his material advantage. This is achieved as follows:

1 Ka5 Kb7 2 Bb6 Ng7!

The only possibility of putting up a resistance. After 2 ... Nf8 3 Bd8 Nd7 4 a3 Ka7 5 c5 Kb7 6 Kb4 Kc6 7 Be7 Kc7 8 Kc4 Kc6 9 Bd6 Black can resign.

3 Bd8 f5! 4 Kb4 (4 Bf6 f×e4! 5 f×e4 Ne6 6 B×e5 Nc5 comes to roughly the same thing) **4 ... f×e4 5 f×e4 Ne6 6 Bf6! Kc6** (6 ... Nf4 7 Kc5!) **7 B×e5 Nc5 8 Kc3 N×e4+ 9 Kd4 Nc5.**

Having cleared the board of superfluous pawns, White takes his king across to the h-pawn. Black's only drawing chance is to give up his knight for the h- and c-pawns, but White can prevent this. The following variation is possible: **10 Ke3 Nb7! 11 Kf4 Kc5 12 Kg5 K×c4 13 K×h5 Kd5 14 Bh2 Ke6 15 Kg6 Nd8 16 h5 Nf7**, and we reach position 200 (with flanks reversed), which is won for White.

But in the game all of this did not happen. On his 6th move White delayed by playing 6 Be7, after which Black was able to draw:

6 ... Kc6 7 c5 Nd4! 8 Kc4 Kd7 9 Bf6 Ke6 10 Bd8 (*10 Bg5 is more accurate, but this too would not have won*) 10 ... Nc6 11 Bg5 Na5+ 12 Kb4 Nc6+ 13 Kc4 Na5+ 14 Kd3 Nc6 15 Bd2 Nd4 16 Be1 Nf3 17 Bg3 Nd4 18 Kc4 Nf3!

Black has to play actively. He loses after 18 ... Nc6 19 Be1! Nd4 20 Bb4! Nc6 (*20 ... Nf3 21 c6 N×h4 22 Kc5 Ng6 23 Kb6*) 21 a4! Nd4 22 a5 Nc6 23 Bc3 Ne7 24 c6! (again a transformation of advantages; to activate his king White sacrifices a pawn) 24 ... N×c6 25 Kc5 Nb8 26 Kb6 Nd7+ 27 K×a6 Nc5+ 28 Kb6 N×e4 29 Bb4, and the a-pawn queens.

19 Bf2 Nd2+ 20 Kd3 Nf3 21 Kc3 Nh2 22 Kc4 Ng4 23 Bg3 Nf6! (the knight begins attacking from the other side) 24 c6 (the last attempt, which is accurately neutralized by Black) 24 ... N×e4 25 c7 Nd6+ 26 Kc5 Nc8 27 a4 e4 28 Kd4 Kd7 29 K×e4 Ne7! 30 a5 Ng6 31 Kd5 N×h4! 32 Kc5 Nf5 33 Bh2 Kc8 34 Kb6 Ne3 35 Bg3 h4 36 B×h4 Nc4+. Drawn.

Fine, 1941

254
W
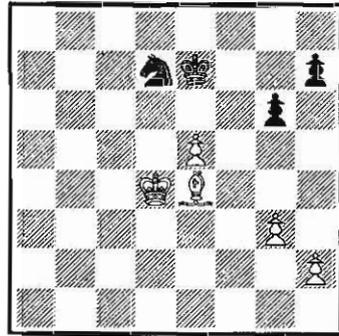
254. White manages to win, only because he is able to attack the black pawns with his king. Fine gives the following variations.

1 Bd5 Nb8 2 Bg8! h6.

2 ... Kf8 is met by the sacrifice 3 B×h7! Kg7 4 Kd5! K×h7 5 Kd6 Kg7 6 e6 Kf8 7 Kc7! Ke7 8 K×b8 K×e6 9 Kc7 Kf5 10 Kd6 Kg4 11 Ke6 Kh3 12 Kf6, and White wins.

3 Bd5 Nd7 4 Be4! Nf8.

4 ... g5 opens the way for White's king to the black pawns: 5 Bd5 Nb6 6 Ke4 Nd7 7 Kf5 Nf8 8 h3 Nd7 9 g4 Nf8 10 e6 Nh7 11 Kg6 Nf6 12 Bc4, winning.

5 Kd5 Kd7 6 h4!

Now Black has two possibilities, but both of them lose:

a) 6 ... Ke7 7 h5 g×h5 8 Bf5! (an important device—depriving the knight of its mobility) 8 ... h4 (if 8 ... Nd7, then 9 B×d7 K×d7 10 e6+ Ke7 11 Ke5, while 8 ... Kd8 is met by 9 Kd6 Ke8 10 e6 h4! 11 e7! h×g3 12 Be4) 9 g×h4 Kd8 (after 9 ... h5 White

wins most easily by taking his king to g5)
10 Kd6 Ke8 11 h5 Kf7 12 Bc2 Kg8 (12 ... Ke8
13 Bg6+!) **13 Ke7 Kg7 14 Bf5! Kg8 15 Kf6
Kh8 16 Kf7.**

b) **6 ... h5 7 Bc2! Ke7 8 Bb1!** (before
approaching the black pawns with his king,
White improves the position of his bishop)
8 ... Kd7 9 Ke4 Ke7 (there is nothing better;
if 9 ... Ne6, then 10 Ba2! Nc5+ 11 Kd4 Na4
12 Bf7 etc.) **10 Ba2 Nd7 11 Kf4 Kf8** (if 11 ...
Nc5, then 12 Kg5 Ne4+ 13 K×g6
N×g3 14 Bc4! Kf8 15 Kg5 Ne4+ 16 K×h5
Nc5 17 Bb5! Ke7 18 Kg6 Ke6 19 h5 K×e5
20 h6 Ne6 21 Bc4 Nf8+ 22 Kg7 Kf5! 23 Bb3
Kg5 24 Bf7) **12 Bb1 Kf7 13 Bc2 Nf8** (or 13 ...
Kg7 14 e6 Nc5 15 Ke5) **14 Bb3+ Kg7
15 Ke4!** (since the black king has moved away
from the pawn, White immediately exploits
this) **15 ... Nd7 16 Kd5 Kf8 17 Kd6 Nb6
18 Kc7.**

If in the initial position the black pawn had
been at g7, White would have been unable to
realize his material advantage.

Fine, 1941
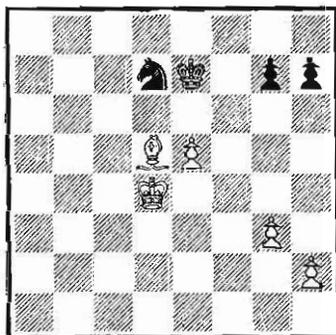
255. Thus after **1 Be4** Black continues
1 ... h6!, avoiding weakening his pawns.
A possible variation is:
**2 Bf5 Nb6 3 Bc2 Nd7 4 Bd3 Nb6 5 Ke4
Kf8! 6 Kf5 Nc8 7 Ke6.**

Equally unpromising is the break-through
with the king to the pawns: 7 Kg6 Ne7+ 8
Kh7 Nc6 9 e6 Ne7. The black pieces fulfil

their duties splendidly: the king defends the
g7 pawn, and the knight blocks the e-pawn.
**7 ... Ne7 8 Kd6 Ng6 9 e6 Ne7 10 Bc2
Nc8+ 11 Kd7 Ne7 12 h4 Ng8.**

White cannot improve his position any
further — draw.

Here we encountered a highly interesting
phenomenon. White was able to break
through with his king either to the passed
pawn, or to the opposing pawns, but this did
not lead to a win, since it did not put Black
in *zugzwang*. The play was concentrated in
too small an area, and the defender was able
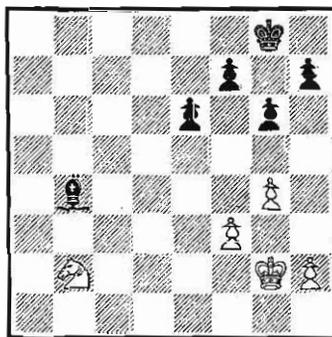to maintain the coordination of his pieces.

If all the pawns are on one wing, this na-
turally improves the defender's chances, since
it is easier for him to coordinate his king and
knight, preventing the advance of an opposing
passed pawn and defending his own pawns.

The following is a typical example.

Korchnoi–Averbakh
Moscow, 1955

256. Along with the fact that all the pawns
are on one wing, another significant factor is
that the queening square of the h-pawn is
inaccessible to the bishop. This increases the
drawing chances even more, and Black is
unable to win.

**1 ... Bd6 2 Nd3 f6 3 h3 Kf7 4 Kf2 e5 5 Ke3
Ke6 6 Ke2 f5 7 g×f5+ g×f5 8 Kf2 Kd5.**

The alternative was 8 ... Kf6 9 Kg2 Kg5
10 f4+! e×f4 11 Ne1 and 12 Nf3, with a
clear draw.

8 ... Kd5 is stronger, but also insufficient: **9 Ke3 Bc5+ 10 Ke2 Kd4 11 Ne1 e4 12 Ng2 Ke5 13 f×e4 f×e4** (13 ... K×e4 14 Nh4 f4 15 Nf3) **14 Kd2 Be7 15 Ke2 Bg5 16 Kf2 Kd4 17 Ke2,** with a draw.

If the position is blocked, this normally improves the defender's chances, since then it is usually difficult to advance the king to support the passed pawn or attack the enemy pawns.

Chiburdanidze–Gaprindashvili
Pitsunda, 1978

257
W
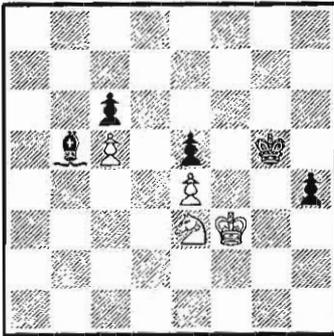
257. 1 Nd1!

White's position is critical, but she finds a clever way of erecting a last barrier in the path of the enemy king.

1 ... Bc4?

This loss of time costs Black dearly: White now has time to regroup and prevent the invasion.

Correct was **1 ... h3! 2 Kg3 h2 3 Nf2 Bf1! 4 Nh1 Bd3 5 Kf3** (5 Nf2 h1=Q) **5 ... Kh4 6 Nf2 Bc2 7 Nh1** (7 Kg2 h1=Q+! 8 K×h1 Kg3) **7 ... Bd1+ 8 Kg2 Be2!** (but not 8 ... Bh5 9 Nf2 Be2 10 K×h2, with a draw) **9 Nf2 h1=Q+! 10 N×h1 Kg4 11 Kf2 Bf3 12 Ng3 Kf4,** and, having won the pawn, Black must gradually win the game.

2 **Nf2 Bf1 3 Nh1 Bh3** (it is too late for *3 ... h3 4 Kg3 h2,* in view of *5 Nf2 Be2 6 Nh3+ Kh5 7 Nf2 with a draw*) **4 Nf2 Be6**

5 **Nd3 Bg4+ 6 Kf2 Kf6 7 Nb4 Bd7 8 Kf3 h3 9 Kg3 Ke7 10 Nd3 Kf6 11 Nb4,** and a draw was soon agreed.

Keres–Bondarevsky
Leningrad, 1941

258
B
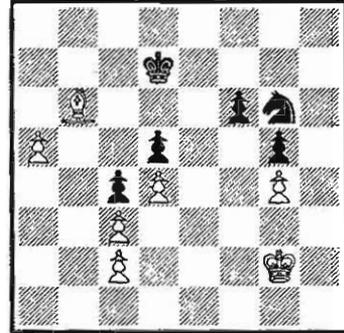
258. White has an obvious advantage. He has an outside passed pawn, and the black pawns on the K-side are weak, since they can be attacked by the bishop. But it is not easy for White to bring his king into play, and without it a win does not seem possible.

As was shown by Botvinnik, Black could have drawn by **1 ... Kc8! 2 Bc5** (if 2 a6, then 2 ... Nf4+ 3 Kf3 Ne6 followed by the transfer of the knight to e8, and if possible via d6 to e4) **2 ... Kb7 3 Kf3 Ka6 4 Bb6 Nf8 5 Bd8 Nd7 6 Ke2 Kb5 7 Kd2 Ka6 8 Kc1 Kb5 9 Kb2 Ka6 10 Ka2 Kb5 11 Ka3 Nf8! 12 B×f6 Ne6 13 a6! K×a6 14 Ka4 Kb6 15 Kb4 Ka6 16 B×g5 N×g5 17 Kc5 Ne4+ 18 K×d5 Nf6+** followed by **19 ... N×g4.**

Instead of this Black played **1 ... f5,** which is a serious positional mistake, since it opens the way for the white king.

The game continued: **2 a6 Kc6 3 a7 Kb7 4 Kf3 Nh4+ 5 Kg3 f×g4.**

"After 5 ... f4+ 6 Kf2 Ng6 7 Bd8 K×a7 8 B×g5 Kb7 9 Kf3 Kc6 10 B×f4 Kd7 11 g5 Ke6 12 Kg4 Ne7 13 Kh5 White breaks through with his king either forwards, or (after the sacrifice of the g-pawn) along the 5th rank" (Botvinnik).

6 K×g4 Ng2 7 K×g5 Ne3 8 Kf4 N×c2 9 Ke5 Ne3 10 Bc5 Ka8 11 Ke6! (White gradually reduces his opponent to *zugzwang*) 11 ... Kb7 12 Kd6 Nd1 (or *12 ... Ka8 13 Kc6*) 13 K×d5 N×c3+ 14 K×c4 Ne4 15 d5 Ka8 16 Kd4 Nf6 17 d6 Kb7 18 Kc4 Resigns.

Kotov–Plyater
Moscow, 1947

259. W
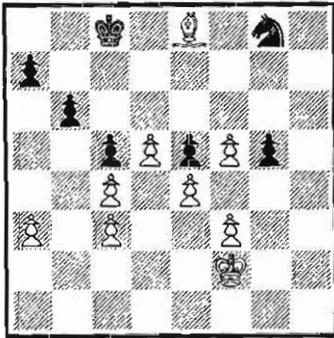
259. Here White is as many as two pawns ahead, but the position is blocked, and it is not apparent how his king can support their advance.

On 1 Kg3 there follows 1 ... Nf6, while the attempt to take the king to b5 is neutralized by ... a6. If Black should be allowed to play 1 ... Kc7, White's chances will be reduced to nought, and therefore his 1st move is forced.

1 d6 Nf6 2 Bc6 Kd8 3 Ke2 (White attempts to reach b5) **3 ... Kc8 4 Kd2 Kd8 5 Kc2 Kc8 6 Kb3 Kb8 7 Ka4 a6!**

The king obviously could not be allowed in at b5, but now White exchanges his d-pawn for the black a-pawn, to obtain an invasion square on the Q-side. It is true that, to prevent ... g4, he first has to return his king to g3.

8 Kb3 Kc8 9 Kc2 Kb8 10 Kd2 Kc8 11 Ke2 Kb8 12 Kf2 Kc8 13 Kg2.

Had Black played ... g4 during the white king's journey, White, with his pawn still at

d6, would have gained the opportunity of invading with his king via g3 and h4.

13 ... Kb8 14 d7 Kc7 15 Nb7! K×d7 (if Black does not take the pawn, but plays 15 ... a5, White plays 16 Bc6 followed by the march of his king to b5 and a6) **16 B×a6 Kc7.**

White would win easily if his bishop were to reach d5, but he is unable to achieve this. Therefore he now transfers his bishop to g4, so as to defend against the threat of ... g4 and simultaneously threaten to go to h5 if the knight should move from f6.

17 Bb5 Kd6 18 Ba4 Kc7 19 Bd1 Kd6 20 Kf2 Kc7 21 Ke3 Kc6 22 Kd3 Kb7 23 Be2 Ka7 24 Bf1 Kb7 25 Bh3 Ka7 26 Kc2 Ka6?

An imperceptible mistake. A *zugzwang* situation is imminent, and therefore Black has to play very accurately. Correct, as shown by Kotov, was **26 ... Kb7! 27 Kb3 Ng8! 28 Ka4 Ka6 29 Bg4 Nf6!**, when there is no *zugzwang*. In this case White was intending to continue **30 Bh3 Ng8 31 Bf1! Nf6 32 Bg2!**, and if 32 ... Ng8, then 33 Bh3! Nf6 34 Bg4! Ng8 35 Bh5 Nf6 36 Bf7 g4 37 f×g4 N×g4 38 Be6! Nf6 39 Bc8+ Ka7 40 Kb5 N×e4 41 Kc6 Nf6 42 Be6 e4 43 Bd5 N×d5 44 c×d5 e3 45 f6 e2 46 f7 e1=Q 47 f8=Q, winning. But on the "super-subtle" 32 Bg2 there follows **32 ... g4!**, when Black gains a draw.

27 Kb3 Ka5 (if *27 ... Ka7*, then *28 Ka4 Ka6 29 Bg4!*, and Black is in *zugzwang*) 28 Bg4! Ka6 29 Ka4 Ka7 30 Kb5 Kb7 31 a4! Ne8 32 a5 Nd6+ 33 Ka4 Ne8 34 Bh3!

The final finesse, by which White succeeds in breaking up Black's solid position. After 34 ... Ka6 (*34 ... Nf6 35 Kb5*) 35 f6! N×f6 36 Bc8+ Ka7 37 Kb5 b×a5 38 K×c5 a4 39 Kb4 Kb8 40 Bf5 Kc7 41 K×a4 White's two extra pawns assure him of a win.

In the following two examples the defender succeeds in building up a fortress, into which the enemy king is unable to penetrate.

260. The favourable placing of the black pieces prevents White from realizing his material advantage. The white king is unable to
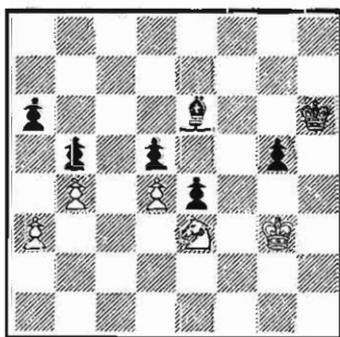
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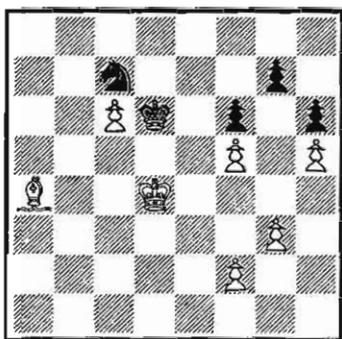
White cannot win

break through to the opposing pawns, and the attempt to support the passed pawn with the king is also unsuccessful.

For example: **1 ... Na6 2 Kc4 Nc7 3 Kb4** (or 3 g4 Nd5 4 Nd1 Ne7! 5 Bf3 N×c6 6 B×c6 K×c6, with a drawn pawn ending) **3 ... Nd5+ 4 Ka5** (or 4 Kb5 Nc3+ 5 Ka5 N×a4 6 K×a4 K×c6, again with a draw) **4 ... Nc3 5 Bb5 Nd5 6 Ka6 Kc7 7 Ba4 Nc3 8 Bb5 Nd5** etc.

Averbakh–Fridstein
Moscow, 1957

261
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261. In this position a draw was agreed. Indeed, Black is not able to win, in spite of his two extra pawns. For example: **1 ... g4 2 Kh4!** (after 2 Ng2 e3! 3 N×e3 Kg5 4 Ng2 Kf5 the black king succeeds in breaking into the fortress) **2 ... Kg6 3 Kg3 Kh5 4 Ng2! Kg5** (4 ... e3 5 Nf4+) **5 Ne3 Kg6 6 Kh4! Kf6 7 Kg3 Kg5 8 Ng2**, and Black has not achieved anything.

1.82 Realization of an extra pawn with knight against bishop

If the stronger side has a knight, in general terms the plan for realizing the material advantage is the same as with a bishop.

First one should aim to deploy the pieces and pawns as well as possible. However, one should not be in a particular hurry to create a passed pawn, and especially to advance it. The bishop is a long-range piece, and therefore the creation and advance of a passed pawn may in certain cases not lead to any reduction in the bishop's mobility. The most important thing here is to weaken the opponent's pawn formation, with the aim of creating invasion points for the approach of the king to the enemy pawns and for obtaining a second passed pawn.

In this case the passed pawn, or the threat of creating one, plays a mainly diversionary role. Only when the opponent is tied to the defence of his weaknesses does it usually prove possible to begin advancing or setting up a passed pawn.

Spielmann–Maróczy
Carlsbad, 1929

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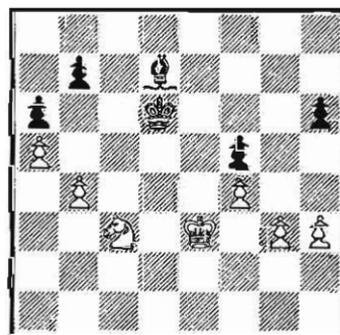
262. White has not only an extra pawn, but also a significant positional advantage: Black's pawns at a6, b7 and f5 are on squares of the colour of his bishop, so that his king is forced to defend the approaches to them

against the opposing king. However, the attempt by White to create a passed pawn immediately does not succeed, since 1 Kf3 can be met both by 1 ... Bc6+, and by 1 ... h5.

Leaving the possibility of creating a passed pawn as a threat, White attempts to break through immediately with his king to the weak black pawns. To win, he must drive the black king from d6. The game continued:

1 Kd4! (occupying the approaches to the enemy position) **1 ... Be6.**

1 ... Bc6 can be met by 2 g4 f×g4 (2 ... Bg2 3 g×f5 B×h3 4 Ne4+ Ke7 5 Ke5) 3 h×g4 Bf3 4 Ne4+ Ke6 5 f5+ Ke7 6 Nf2 Kf6 7 Ke3 and 8 Kf4.

2 Na4 h5 3 Nc5 Bd5 4 Nd7 (the less showy 4 Nd3 is also possible) **4 ... Bb3 5 Ne5 Bc2 6 Nc4+ Kc6 7 Ke5!**

As Fine rightly points out, this is simpler than the game continuation 7 Ne3 Bb1 8 Nd1 Kd6 9 Nc3 Bc2 10 Kc4 Kc6 11 h4 Kd6 12 b5! a×b5+ 13 N×b5+ Ke7 14 Kc5 Be4 15 Nd6, when White also won.

7 ... Bd3 (or 7 ... Kb5 8 Na3+ K×b4 9 N×c2+ K×a5 10 K×f5 Ka4 11 Ke4 Kb3 12 Kd3 b5 13 f5 a5 14 f6 etc.) **8 Nd6 Bb1 9 N×f5 Kb5 10 Nd6+ K×b4 11 N×b7 Bd3 12 f5,** with an easy win.
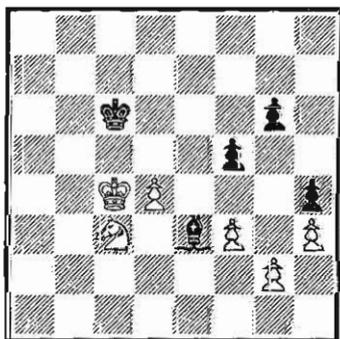
Here White did not even need to set up a passed pawn; his task reduced to exploiting

Levenfish–Rauzer
Tbilisi, 1937

the weaknesses present in the opponent's position. It is thanks to the possibility of attacking the black pawns that White also wins by force in the following position.

263. Wrong would be 1 Nb5 Bf2 2 d5+? Kd7, when it is difficult for White to improve his position.

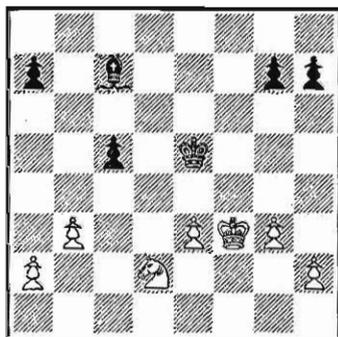White played correctly: **1 Nd5! Bg5 2 f4! Bd8 3 Nb4+ Kd6 4 Nd3 g5 5 Ne5 Ke6 6 d5+ Kf6 7 Kc5 g×f4 8 Nc6 Resigns.**

The creation and attacking of weaknesses in the enemy position is the key to such endings.

Botvinnik–Ryumin
Moscow, 1936

264. White has an extra passed pawn in the centre, but to advance it would be premature. He first endeavours to improve the placing of his king and his pawns.

1 g4.

Depriving the opposing king of f5, and simultaneously removing the pawns from black squares, so that later, when the king moves away, the bishop will not be able to attack them.

1 ... Kd5 2 h3 Bd8 3 Ke2 Bc7 4 Kd3 (White intends to take his king to c4 or e4) **4 ... Bg3 5 Ne4 Be1 6 Ng5** (it never does any harm to weaken the opposing pawns) **6 ... h6 7 Ne4 Bh4 8 Nc3+ Kc6.**

After 8 ... Ke5 9 Kc4 Bf2 10 Nd1 Bg1 11 K×c5 White wins easily, e.g. 11 ... Ke4 12

b4! Kd3 13 Kd5 Kd2 14 e4 K×d1 15 e5 Bb6 16 e6 Bd8 17 a4 Kc2 18 b5 Kb3 19 a5 Kb4 20 b6, and one of the pawns queens.

**9 Ke4** (White has still further improved the position of his king) 9 ... **Bf6 10 Nb1 Kd6 11 Na3 Ke6.**

Black tries not to allow the white king into his position, but now the knight begins attacking the opposing pawn weaknesses.

12 Nb5! a5 13 Nc7+ Kd7 14 Nd5 Bb2 15 Nb6+. Black resigned, since after 15 ... Ke6 16 Kd3 Ba3 17 Kc4 Ke5 18 Kb5 Bb4 19 Nc4+ and 20 N×a5 White wins easily.

Panov–Alatortsev
Tbilisi, 1937

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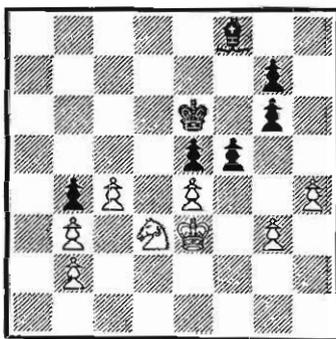
265. White has a passed pawn, but for the moment he is unable to support it with his king. First White must relieve his king of its temporary burden — that of defending the e4 pawn. To do this he must clarify the pawn formation on the K-side.

1 Kf3 Be7 2 g4! f4.

Had Black been stubborn, h4-h5 would nevertheless have forced him to determine the position of his pawns. For example: 2 ... Bf8 3 h5 f×g4+ 4 K×g4 g×h5+ 5 K×h5 Kf6 6 c5 g6+ 7 Kg4 Be7 8 c6 Ke6 9 N×e5. Therefore Black prefers to block the position on the K-side.

3 h5! g5.

3 ... g×h5 would have allowed White to break through with his king on the K-side:

4 g×h5 Bf8 5 Kg4 Be7 6 c5 Bf8 (6 ... Kf6 7 c6 Ke6 8 N×e5 etc.) 7 c6 Bd6 8 Kg5 Kf7 9 N×b4 f3 10 Nd3, and wins.

But now the first task has been carried out. The black pawns at e5 and g5 are weak, and can be attacked by the knight from f3. On this square the knight is ideally placed, since it blocks the opponent's passed pawn and simultaneously attacks his other pawns. Now the white king heads for the Q-side, to support the passed b-pawns which will be created there.

4 Ke2 Bf8 5 c5 Be7 6 N×b4! B×c5 7 Nc2 Be7 (if 7 ... Bd4, then 8 Ne1! B×b2 9 Nf3 Kf6 10 b4 Ba3 11 b5 Bc5 12 Kd3, and with the support of the king the b-pawn advances, since Black's king is tied to the defence of his pawns) **8 Kd3 Kd6 9 Kc4,** and there are no particular difficulties for White to overcome. Thus, for example, on 9 ... Kc6 there follows **10 Ne1 Bd8 11 Nf3 Bf6 12 b4 Kb6 13 b5 Kb7 14 Kc5 Be7+ 15 Kd5 Bf6 16 Ke6,** and in view of the threat of h5-h6 Black suffers heavy loss of material.

But we must disappoint the reader. The continuation given after Black's 5th move did not occur in the game, where White played the weaker 6 c6 Bd8 7 N×b4 Kd6 8 Nd3 Bf6 9 Ne1 K×c6 10 Kd3, which allowed Black to activate his king.

There followed: 10 ... Kb5 11 Kc3 Bd8 12 Nf3 Be7! 13 b4! (*13 N×e5? Bf6 14 Kd4 f3*) 13 ... Bd8 14 Kb3 (and here more accurate is *14 Kc2! Bf6 15 Kb3*, or 14 ... K×b4 *15 N×e5 Bf6 16 Nf3 Kc4 17 b3+ Kb4 18 e5 Be7 19 Nd4*) 14 ... Bf6 15 Ne1 Be7 16 Nf3 Bf6 17 Kc3 Bd8 18 Nd2 Be7 19 Kd3! Bd8 (if *19 ... K×b4*, then *20 Nc4 Bf6 21 Nd6 Be7 22 Ne8 Bf8 23 Nc7*) 20 Nc4 Bc7 21 Kc3 Kc6.

As a result of colossal efforts White has finally managed to drive back the black king, since 21 ... Bb8 is decisively met by 22 Nd2 and 23 Nf3.

The remainder is simpler: 22 Na3 Bd8 23 Kc4 Bb6 24 b5+ Kd6 25 Kd3 Kc5 26 Nc4

Bc7 27 b6! B×b6 28 N×e5 Bd8 29 Nf3 Bf6
30 e5 Bd8 31 Ke4 Kc6 32 Nd4+ Kd7 33
Nf5 Bc7 34 N×g7 f3 35 e6+ Ke7 36 K×f3
Be5 37 Nf5+ K×e6 38 b3 Kd5 39 Ng3 Bg7
40 Ne4 Bh6 41 Ke3 Ke5 42 b4 Bf8 43 b5
Resigns.

The difficulties which can arise in such
endings in the realization of the material
advantage are well illustrated by the following
example.

<center>Fine–Reshevsky</center>
<center>Semmering–Baden, 1937</center>

266
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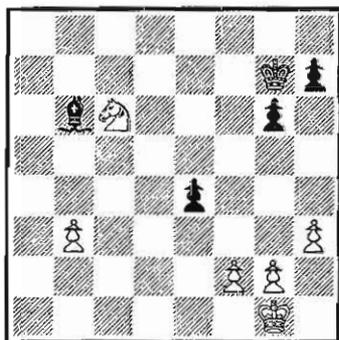
266. It is difficult for White to support his
passed pawn with his king, and therefore if he
advances the pawn immediately he risks
losing it. The black pieces are more promis-
ingly placed than White's. The bishop can
simultaneously stop the passed pawn and
attack the f2 pawn, and the black king
quickly reaches the centre. And even so, in
spite of the favourable placing of the op-
posing pieces, White's material advantage can
be realized.

**1 Nb4 Kf7 2 Nd5 Bd4 3 Kf1 Ke6 4 Ne3 Bc5
5 Ke2 h5.**

On 5 ... Ke5 Fine gives the following va-
riation: *6 Nc2 Kd5 7 b4 Bf8 8 b5 Bc5 (or
8 ... Kc5 9 Ke3 K×b5 10 K×e4 Kc6 11 Ke5
Kd7 12 Kf6 Ke8 13 Ne3, and White's king
finally attacks the h7 pawn) 9 Ne3+ Kd4 10
h4 Bb6 11 Ng4 (exploiting the fact that the
bishop has been diverted by the passed pawn,*

the knight attacks the pawns on the opposite
wing) *11 ... Kc4 12 Nf6 K×b5 13 N×h7
Bd8 14 g3 Kc4 15 Nf8 g5 16 h5, and White
wins.*

**6 Nc2 g5 7 b4 Bd6 8 g3 Ke5 9 b5 Bc5 10
Ne3 Kd4 11 Nf5+ Ke5.**

11 ... Kc4 would have lost the two K-side
pawns after 12 Ng7 K×b5 13 N×h5 Kc4 14
Nf6 Kd4 15 f3! e×f3+ 16 K×f3 Be7 17 Ng8!
Bd8 18 Nh6 Bf6 19 Kg4 Kd5 20 Nf7 etc.
(Fine).

12 Ng7 h4 13 g4 (fixing the black pawns on
the K-side) **13 ... Bb6 14 Nf5 Bc5 15 Ne3
Kd4 16 f3!**

In the game White played the weaker 16
Nf5+? Kc4 17 Nh6 K×b5 18 Nf7 Kc4! 19
N×g5, and after 19 ... Kd5! 20 f3 e×f3+
21 N×f3 Ke4!! 22 N×h4 Kf4 23 Nf5 Bb6
Black managed to draw, in spite of the
opponent's two extra pawns (138).

16 ... Bb6 (or 16 ... e×f3+ 17 K×f3 Ke5
18 b6!) **17 Nf1! Ke5** (after 17 ... e×f3+ 18
K×f3 Kc4 19 Ke4 K×b5 20 Kf5 Bd8 21 Nd2
and 22 Nf3, White wins easily) **18 Nd2 e×f3+
19 K×f3 Kf6 20 Nc4 Bc7 21 b6 Bf4 22 b7
Ke6 23 Ke4 Kd7 24 Kf5,** and White wins.

We will now consider the case where all the
pawns are on one wing. Here, even with
three pawns against two, it is normally
possible to win if the king can break through
to the opposing pawns.

<center>Liskov–Beylin</center>
<center>Moscow, 1949</center>

267
B
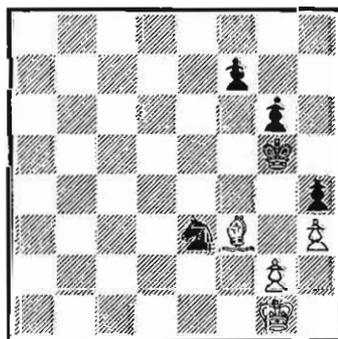
267. To win, Black must reach g3 or f2 with his king. This can be done:

1 ... Kf4 2 Kf2 Nf5 3 Bb7 Nd6! 4 Bd5 Ne4+ 5 Kg1 f6 6 Bc6 Ke3 7 Be8 g5 8 Bd7.

8 Kf1 was rather more tenacious, when if 8 ... Nd2+, then 9 Ke1, not allowing the black king in at e2. Then Black cannot win by 9 ... f5 10 Bd7 f4 11 Bc8 f3 12 g×f3 N×f3+ 13 Kf1 Nd4 14 Kg2 Ne2 15 Bg4! Nf4+ 16 Kf1, when his king cannot reach g3.

The correct continuation would have been 8 ... Kf4 9 Bc6 Nc5 10 Kf2 Nd3+ 11 Ke2 Ne5! 15 Bb7 Kg3 13 Kf1 f5, followed by ... f3, and then roughly as in the game. 10 Kh2 Ke3 11 Kg1 Ke2 comes to the same thing, since totally bad is 12 g3 Ke3 13 Kg2 Ne4 14 g×h4 g×h4 followed by ... Ng5 and ... f4-f3.

8 ... Ke2 9 Bc8 Ng3 10 Bd7 Ke1! 11 Bc8 Ne2+ 12 Kh2 Kf2.

Black has managed to drive back the opposing king and break through to f2. The rest is very simple.

13 Bd7 Nd4 14 Kh1 f5 15 Be8 f4 16 Bd7 f3 (the f-pawn serves as a battering-ram, to break up the enemy fortress) **17 g×f3 N×f3 18 Bg4 Kg3 19 Bf5 Nd4 20 Bg4 Nc2 21 Kg1 Ne1 22 Be2 Ng2.** White resigned, since after 23 ... Nf4 the h3 pawn falls.
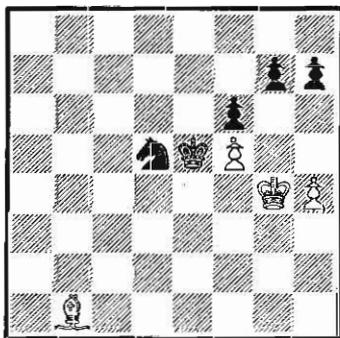
268. This position is an exception. Black has approached the opponent's weak pawn with his king, and would appear to be able to win it. But on **1 ... Ne3+** there follows

2 Kh5!, and the pawn is immune, since 2 ... N×f5? 3 B×f5 K×f5 is stalemate! Therefore Black plays **2 ... Kf4!,** locking in the white king, and threatening 3 ... Nf1 and 4 ... N×g3 mate.

White cannot defend against the mating threats without losing material. For example: **3 Bd3 Kg3! 4 Be4** (the threat was 4 ... Ng2 and 5 ... Nf4 mate) **4 ... Nd1 5 Bd3 Nf2 6 Bf1 Nh1,** and there is no satisfactory defence against mate in two moves.

Note that with his pawn at h6 instead of h7, Black would have been unable to win, since after 1 ... Ne3+ 2 Kh5 White would have had the dangerous threat of 3 Kg6.

How to realize the material advantage when the opponent has an outside passed pawn is well illustrated by the following example.

Kayev–Konstantinopolsky
Kiev, 1940
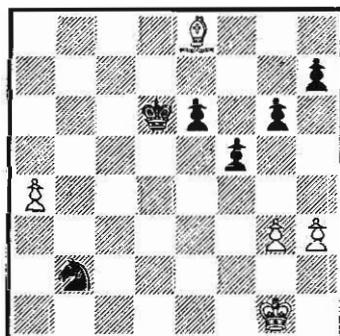
269. The game went: **1 ... Nc4** (the pawn must not be allowed to advance too far, since it might then tie down the black pieces) **2 Kf2 g5** (preparing to create two connected passed pawns) **3 Bb5 Kd5 4 Ke2 e5 5 Bd7.**

Taking the king to the support of the passed pawn similarly fails to save the game, since the two black pawns are too strong, e.g. 5 Kd3 e4+ 6 Kc3 Na5 7 Bd7 f4 8 g×f4 g×f4 9 Kb4 f3 10 Bg4 Nc6+ 11 Kb5 Ne5 12 a5 N×g4 13 a6 f2 14 a7 f1=Q+.

5 ... f4 6 g×f4 g×f4 7 Kf3 Nd2+ 8 Kg4 Nb3 9 Be8.

Or 9 Kf3 Nd4+ 10 Kg4 (if *10 Kf2*, then *10 ... e4 11 a5 e3+ 12 Kf1 Kc5 13 Bc8 f3* etc.) 10 ... h5+! 11 K×h5 e4, and one of the black pawns queens.

9 ... Ke4 10 Bc6+ Ke3 11 Bd5 Nc5!

11 ... Na5 12 Kf5 f3 would have been a mistake, since after 13 K×e5 f2 14 Bg2 White draws.

12 a5 e4 13 Bc4 h5+ 14 Kf5.

If 14 K×h5, then 14 ... f3 15 Kg4 (*15 Bf1 Kf2 16 Bc4 e3*) 15 ... Nd3 16 a6 Ne5+ 17 Kg3 N×c4 18 a7 Nb6, and Black wins.

14 ... f3 15 Bf1.

This simplifies things for Black. White could have resisted longer by 15 a6 Nd3 16 a7 f2 17 B×d3 e×d3 18 a8=Q f1=Q+ 19 Kg6 d2.

15 ... Kf2 16 a6 N×a6 17 K×e4 Nc5+ 18 Kf4 Ne6+ 19 Ke4 Ng5+ White resigns.

Here Black had constantly to reckon with the threat of the passed pawn advancing. In certain cases such a pawn can level the chances, and prevent the realization of the material advantage.

Kotov–Smyslov
Moscow, 1949
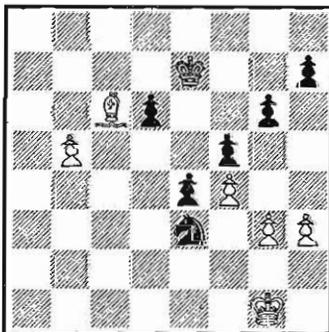
270. Black is unable to win: **1 b6! Kd8 2 Kf2 Nc4 3 b7 Kc7.**

In itself the passed pawn is not dangerous, but on the K-side Black has weaknesses

which have to be defended, and the white pawn will, as usual, play a diverting role.

4 Bd5 Nb6 5 Bc6! (accurately played! — after 5 Bg8? Nd7 6 B×h7 Nf8 7 Bg8 K×b7 Black would have won) **6 ... Nc4 6 Bd5 Na5 7 Ke3 N×b7 8 Bg8** (now this is possible) **8 ... h6 9 Bf7 Kd7 10 B×g6 Ke6 11 g4 f×g4 12 h×g4 d5 13 g5! h×g5 14 B×e4! d×e4 15 K×e4 g×f4.** Drawn.

If the defender can block the passed pawn and prevent the opposing king from approaching his pawns, the game normally ends in a draw.
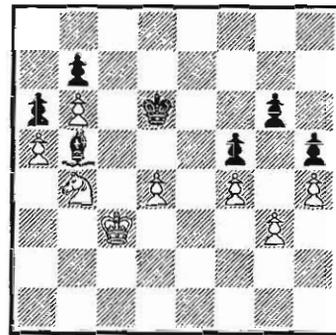
271. White has both a material and a positional advantage. He is a pawn up, and the opposing pawns are on the same coloured squares as the bishop. But this proves insufficient to win the game, since White's king is unable to penetrate into the opposing position. We will consider some possible variations.

1 Nd3 Kd5 2 Ne5 Be8 3 Kd3 Bb5+ 4 Kd2 Be8 5 Kc3 Kd6!

The attempt to attack the opposing pawns would have been fatal: 5 ... Ke4 6 Kc4 Ke3 7 d5 Kf2 8 d6 K×g3 9 N×g6 etc.

6 Kc4 Bb5+ 7 Kc3 Be8 8 Nd3 Kd5 9 Nc5 Bc6 10 Kd3 Kd6 11 Kc4 Bd5+ 12 Kc3 Bc6 13 Nd3 Be8 etc.

Also unsuccessful is the attempt to open the way for the king by sacrificing the pawn: **1 d5 Kc5! 2 Nc6 B×c6 2 d×c6 K×c6 4 Kc4 Kd6 5 Kd4 Ke6!**

White has won the battle for the 5th rank, but this is insufficient to win the game. Black's last move is the only one; he loses after 5 ... Kc6 6 Ke5 Kb5 7 Kd6! K×a5 8 Kc7 Kb4 9 K×b7.

6 Kc5 Ke7 7 Kd5 Kd7 8 Ke5 Ke7, with a draw.

Curiously enough, if it is Black to move, White wins: **1 ... Bd7 2 d5 Kc5 3 N×a6+** etc, or **1 ... Be2 2 Nd3** and **3 Ne5.**

In conclusion we will examine a study, in which the stronger side either queens a pawn without the support of his king, or else wins a piece by the advance of a pawn.

Holm, 1915
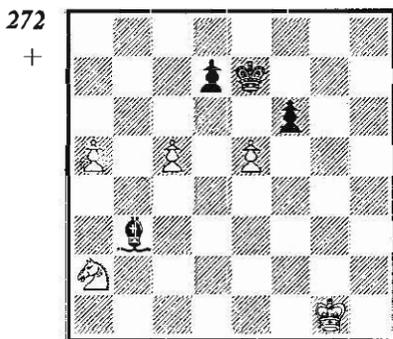
272. Black requires only one bishop move to stop the opposing passed pawn, but, unfortunately for him, it is White's turn to move.

1 c6! d×c6.

This creates an obstruction in the path of the bishop, but if Black declines the sacrifice by 1 ... Bc4, White again wins after 2 c7 Ba6 3 Nb4 Bc8 4 e×f6+ K×f6 5 a6 and 6 a7.

2 a6 Bd5 3 Nc3 Bf3 4 Kf2 Bh1 5 Ke3 f5 (if 5 ... c5 6 Ne4 f5, then 7 N×c5 and 8 Kf4 with an easy win; but now comes an unexpected stroke!) **6 Nd5+!! B×d5 7 Kd4 Bg2 8 Kc5! f4 9 a7 f3 10 a8=Q f2 11 Qa7+ Kf8 12 Qb8+ Kg7 13 Qc7+ Kh6 14 Qd6+ Kh5 15 Qd1+ Kh4 16 e6,** and White wins.

1.9 ENDINGS WITH SEVERAL PAWNS (POSITIONAL ADVANTAGE)

In this chapter we will examine a number of examples, where one of the sides possesses a certain positional advantage. In each case we will endeavour to establish clearly the nature of the advantage, and the methods of realizing it.

The evaluation of a position in such endings depends on the placing of the pieces and the pawns, with all these factors, in turn, being linked with one another. Therefore a positional advantage may be the sum of a number of small advantages. We will pick out one of the factors, which we consider the most important, and classify the material on the basis of it.

1.91 Realization of a positional advantage with bishop against knight

1.911 Passed pawn

If one of the sides has a passed pawn or can create one, this is a significant advantage in many endings, including minor piece endings.

A passed pawn is a particular danger to the king and knight if they are at some distance from it.

Here are some typical examples.

273. If the black king were at f8, it would be doubtful whether White stood better. But in fact the king is a long way from the K-side, and the possibility of creating a passed pawn on the h-file, together with the weakness of the f7 pawn, give White a big positional advantage. The game continued:

1 h4! g×h4 (or 1 ... Ne5 2 Bf5) **2 g×h4 Ne5 3 Bf5! Nf3+ 4 Kf2 N×h4 5 Be4** (by sacrificing his pawn, White has trapped the knight) **5 ... Kc7 6 Kg3 Ng6 7 B×g6 f×g6 8 f7 Resigns.**
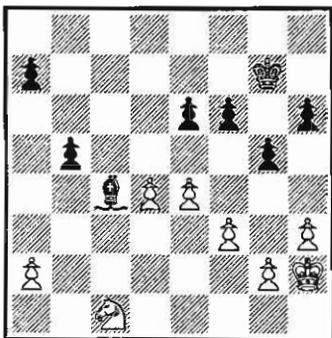
Goldberg–Tolush
Moscow, 1949

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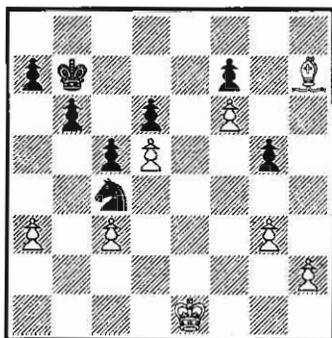
The threat of shutting out of play a knight on the edge of the board is one of the tactical devices employed in such endings.

Yudovich–Averbakh
Moscow, 1949

274
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274. Here again Black's advantage lies in the possibility of creating a passed pawn, which wins by force thanks to the remoteness of the white king. The game continued:

1 ... a5! 2 Kg3 b4 Kf2 a4.

Black has to hurry, since the white king is hastening to the aid of the knight. But the merciless rules of the game do not permit it to go any faster.

4 Ke3 B×a2! 5 Kd3 Bb1+.

After 5 N×a2 b3 6 Nc3 a3 Black would have queened one of his pawns. But now 6 N×a2 was threatened, e.g. 5 ... a3? 6 N×a2 b3 7 Nc1 b2 8 Kc2.

6 Kc4 b3 7 Kc3 f5!

The white king has at last reached the Q-side and stopped the passed pawns, but now the battle transfers to the opposite wing.

8 Kb2 Bc2 9 e×f5 e×f5 10 f4 Be4 11 g3 g×f4 12 g×f4 Bg2 13 h4 Bf1 White resigns.

Troitsky, 1924

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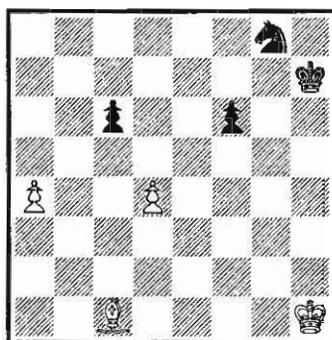
275. Black's pieces are a long way from the passed pawn. At the moment the knight can still catch the pawn, but by severing the knight's path, White wins.

1 Ba3 f5 2 d5! (a familiar device: White erects barriers in the path of the knight) **2 ... c×d5 3 a5 Nf6 4 a6 Ne8 5 Bd6! N×d6 6 a7,** and wins.

Had Black played 4 ... Nd7, the same sacrifice 5 Bc5! N×c5 6 a7 would have followed. Note that the move order chosen by White was the only correct one. Had he played 1 d5 immediately, Black would have drawn by 1 ... c×d5 2 Ba3 d4! 3 Kg2 f5! 4 a5 Nf6 5 a6 Nd5 6 a7 Nc7.

276. Black's king can catch the passed pawn, but after **1 h5 Ke7 2 h6 Kf8 3 Kb5** White traps the knight on the edge of the board, e.g. 3 ... Kb8 4 Kb6 Kh7 5 Kb7 K×h6 6 K×b8 Kg6 7 Bd7 etc.

Therefore Black plays **1 ... f5 2 h6 Kf6.** Now White does not reply 3 e5+? Kg6 4 e6 K×h6 5 e7 Na6 6 Bc6 Nc7 with a draw, but **3 e×f5! Na6 4 Kb5!! Nc7+ 5 Kc5! N×e8 6 Kc6.**
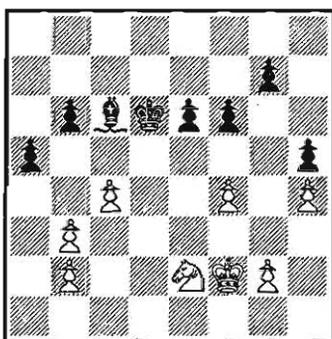
Kuznetsov, 1955

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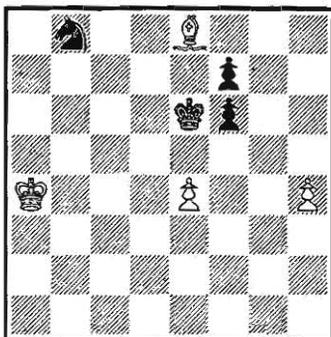
A comical position! In spite of his material advantage, Black is in *zugzwang*, and is forced to allow the queening of the pawn.

If Black does not take the bishop, but plays 5 ... Na6+, the simplest win is by 6 Kc4 Nc7 7 Bc6 Na6 8 Kb5 Nc7+ 9 Kb6 Ne6 10 f×e6 f×e6 11 Be8!

Plyater–Botvinnik
Moscow, 1947

277
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277. Black has a significant positional advantage. He has the possibility of creating a passed pawn in the centre, whereas on the Q-side his two pawns hold the three white pawns. But the white king may be able to blockade the passed pawn. Therefore Black's plan is to break through with his king to the Q-side pawns. The game continued:

1 Nd4.

The counter-attacking attempt 1 f5 is parried by 1 ... e×f5 (but not *1 ... e5 2 Ng3 Be8 3 Ne4+*, and White is saved) 2 Nf4 Be8 3 Nd5! b5! 4 Ne3 Ke5 etc.

1 ... g6 2 g3 e5 3 f×e5+ f×e5 4 Nc2 Be4 5 Ne1 Kc5 (the knight has been pushed back, and the way for the black king is open) **6 Ke3 Bf5 7 Nf3 Kb4 8 Nd2 Bc2.**

Black has carried out his plan, and now gains a material advantage.

9 Kf3 B×b3 10 Ke4 B×c4 11 K×e5 Bd3 12 Kd4 Bf5 13 Nc4 b5 14 Nd2 a4 15 Kd5 Bh3.

15 ... a3 16 b×a3+ K×a3 17 Kc5 b4 18 Nc4+ Kb3 19 Ne3 Be6 would also have won, but Black wishes to queen his a-pawn.

16 Kd4 Bg2 17 Kd3 Kc5 18 Kc3 b4+ 19 Kd3 Bd5 20 Nb1 Be6 21 Nd2 Bf5+ 22 Ke3 Bc2 White resigns.

Spassky–Fischer
Santa-Monica, 1966

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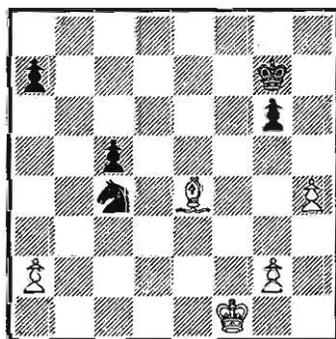
278. This is a standard position, demonstrating the superiority of bishop over knight. The play will be on two wings, with White having the possibility of creating an outside passed pawn. For the moment Black's passed pawn is not dangerous, and is a target for attack. White's basic plan is to penetrate with his king to the a7 pawn, but highly accurate technique is required.

1 Ke2.

This natural move is inaccurate, and gives Black counter-play. 1 Kf2! was correct. What

is the difference? It turns out that the move played deprives the bishop of an important square, and Black could have exploited this by 1 ... Kh6! If now 2 g4, then 2 ... Ne5 3 Bf3 g5! 4 h5 c4 5 Ke3 c3, and Black has nothing to fear. Of course, 2 g4 is not the best move, but even after 2 Kd3 Ne5+ 3 Ke3 g5 4 h×g5+ K×g5 the active position of Black's king, together with the small number of pawns remaining, would have given Black certain drawing chances. But he missed this chance.

1 ... Ne5 2 Ke3 Kf6 3 Kf4 (3 Bc2 is simpler, freeing e4 for the king) 3 ... Nf7 4 Ke3.

Again not the best move. Quite wrongly, White is afraid of ... g5. Perfectly possible was 4 Bd5, and if 4 ... g5, then 5 h×g5+ N×g5 6 Bc4.

4 ... g5.

Black tries to gain counter-play, but this merely accelerates his defeat, since White acquires a dangerous outside passed pawn. But even after Gligoric's more tenacious recommendation of 4 ... Nh6 5 Kd3 Nf5 6 Kc4 N×h4 7 K×c5 Ke5 8 Bb7 Kf4 9 Kb5 Kg3 10 Ka6 N×g2 11 K×a7 it is easy to see that the knight alone cannot stop White's passed pawn.

5 h5 Nh6 6 Kd3 Ke5 7 Ba8 Kd6 8 Kc4 g4 9 a4 Ng8 10 a5 Nh6 11 Be4 g3 12 Kb5 Ng8 13 Bb1 Nh6 14 Ka6 Kc6 15 Ba2 Resigns.

279. Black is essentially a pawn up, and his king is threatening to break through to the a2 pawn. Therefore White played 1 Nc4, controlling b2, but after 1 ... Kc3 2 Kd1 Bd4 3 Ke2 e3 he found himself in *zugzwang*, and was forced to allow the opposing king through to the pawn. After 4 Na5 Kb2 5 Nc6 Bc5 6 Ne5 K×a2 7 Nd3 Be7 White admitted defeat.

The correct continuation was **1 Nf1!**, preparing to set up a fortress. On **1 ... Kc3** there follows **2 Ng3! e3 3 Kd1 Kb2 4 Ne2 K×a2 5 Kc2,** with a certain draw.

If instead **1 ... Bc7,** then **2 Ne3 Bf4 3 Ng4 Bg5** (3 ... Kc3 can be met by 4 Nf6 Kb2 5 Nd5! Bd6 6 Kd1 K×a2 7 Kc2 Ka3 8 Ne3 Bf4 9 Nf5 e3 10 Nd4, with a draw) **4 Nf2 Ke5 5 Ng4+ Kf5 6 Nf2 Bc1 7 Nh3 Bb2 8 Ke3! Ke5 9 Ke2 Bd4 10 Ng5! Kf5 11 Nf7,** and as before Black is a long way from his goal.

If both sides have passed pawns, the result depends mainly on how far advanced these pawns are, and on how effectively the pieces can stop or support them. In such positions the superiority of bishop over knight is normally especially marked, since it is easier for the bishop to engage in play on two fronts. This is confirmed by the following positions.
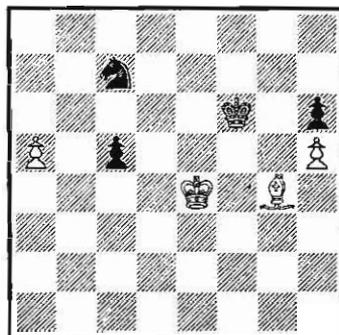
Spassky–Botvinnik
Moscow, 1966

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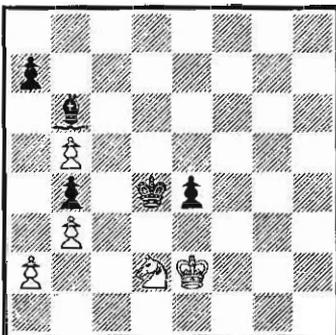
Liverpool–Glasgow
(by correspondence)

280
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280. White has an outside passed pawn and a slightly more active king, and his bishop can support his passed pawn and simultaneously stop the opposing pawn. These advantages are perfectly sufficient for him to win. The game continued:

1 Be2 Ke6 2 Bc4+! Kd6.

Black is forced to allow the white king across to his h–pawn, and to pin all his hopes on his c–pawn. If 2 ... Kf6, then 3 Kf4, and Black is forced to retreat his king, but in an even more unfavourable situation.
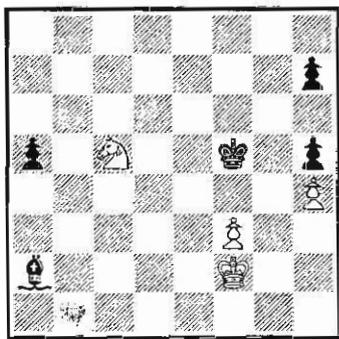
3 Kf5 Nd5 4 Kg6 Ne3 5 Be2 c4 6 K×h6 c3 7 Bd3 Ng4+.

If 7 ... c2 8 B×c2 N×c2, then 9 Kg6 Nd4 10 Kf6! (*10 h6 Ne6 11 h7 Nf8+ leads only to a draw*) 10 ... Ne6 11 a6!, and White wins.

8 Kb5 Ne5 9 Bc2 Nc4 10 a6 Resigns.

Kashdan–Tartakover
Bled, 1931

281. Black's material advantage—an extra doubled pawn — is of no significance here. Much more important is the fact that he has a dangerous outside passed pawn, the more active king, and a bishop which can battle simultaneously on two fronts.

Black takes his king to the support of his passed pawn.

1 ... Ke5 2 Ke3 Kd5 3 Ne4 Kc4 4 f4 a4 5 f5 a3 6 f6 Kb4 7 Kd2 Bf7 8 Kc1 Bg6!

Black has deployed his bishop in the best way possible. It supports his own passed

pawn (and prevents the approach of the opposing king to it), and simultaneously stops the opposing pawn.

9 Nd2 Kc3! (threatening 10 ... a2, and 10 Ne4+ B×e4 11 f7 a2 does not work for White) **10 Nb1+ Kb3 11 Nd2+ Kb4 12 Ne4 Kc4! 13 Nd2+ Kd3 14 Nb3 Kc3** White resigns.

Compared with the powerful bishop, in this example the knight made a quite pitiful impression.

If both sides have two or more passed pawns, the superiority of bishop over knight is normally even more marked.

Dubois–Steinitz
Match, 1862
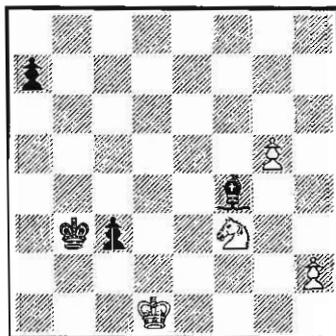
282. Here the bishop easily stops White's passed pawns, whereas his king and knight eventually end up in *zugzwang*. Even the fact that it is White to move does not help him.

**1 Nd4+ Kb2 2 g6 Bh6 3 h4 a5 4 h5 a4 5 Nc2 a3 6 Nd4 a2 7 Nc2 Bg7!**

It was not yet too late to go wrong. After 7 ... a1=Q+? 8 N×a1 K×a1 9 Kc2 Bg7 10 h6 the game would have ended in a draw. But now White's desperate attempt to shut the black king in the corner is easily parried.

8 Na1 K×a1 9 Kc2 Bh6 10 g7 B×g7 11 Kc1 c2 12 K×c2 Bh6 White resigns.

In positions with several passed pawns, an exact and concrete calculation is of decisive importance, especially if pieces have to be given up for pawns in the course of the play.

Grigoriev, 1926

win or draw?

Shcherbakov–Averbakh
Moscow, 1950
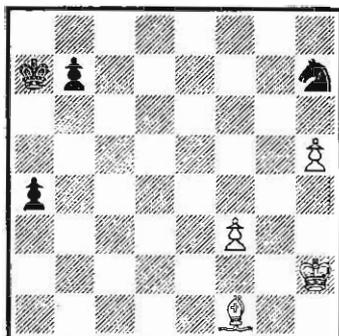
283. This position is given by Grigoriev as an example demonstrating the superiority of bishop over knight. He gives the following possible variation:

1 h6 a3 2 Bc4 b5 3 Bg8 Kb6 4 Kg3! Kc5 (*4 ... b4 5 Kf4 Kb5 6 Bb3!*) **5 Kf4 Kd4 6 Kf5 Kc3 7 Kg6 b4 8 K×h7 b3 9 Kg6! a2 10 h7 a1=Q 11 h8=Q+**, and White wins.

In Grigoriev's opinion, bringing the king across to help the knight is no better. He gives the following continuation: **2 ... Kb6 3 Kg3 Kc5 4 Bg8 Kd6 5 Kf4 Ke7 6 Kf5 Kf8 7 Ba2 Ke7 8 Kg6 Nf8+ 9 Kg7 Ne6+ 10 Kg8 Nf8 11 f4 Nd7 12 Kg7 Nf6 13 Kg6**, ending it with the words: "... and Black, who is in *zugzwang*, is bound to lose as his moves run out".

This is incorrect, since White is unable to achieve a *zugzwang* position, e.g. **13 ... b5 14 f5 b4 15 Be6 Nd7! 16 B×d7 a2 17 f6+ K×d7 18 h7 a1=Q**, and Black does not lose.

No better is 16 Kg7 Nf6 17 Bf7, since then there follows 17 ... Nh7! Thus, by taking his king across to the aid of his knight, Black manages to save the game.

The evaluation of such endings is usually a difficult matter, since general considerations fade into the background, and everything is decided by exact and concrete calculation, with the result often depending on one tempo.

The following two examples are extremely instructive.

284. The game was adjourned in this position, and Black, with an extra pawn, was anticipating a favourable outcome to the ending, having calculated the following variations:

a) 1 Bb2 b4 2 g4 (*2 K×g6 a4 3 h5 a3 4 Bg7 Nf4+, 5 ... N×h5 and 6 ... b3*) 2 ... Nf4! 3 Bc1 (*3 h5 g×h5 4 g×h5 N×h5*) 3 ... b3! 4 Ba3 a4 5 Bc1 Kf3 6 Ba3 Nh3+ 7 K×g6 K×g4 8 h5 Nf4+ 9 Kf6 K×h5 10 Ke5 b2 11 B×b2 Nd3+ 12 Kd4 N×b2 13 Kc3 a3 14 Kb3 Nc4.

b) 1 K×g6 N×c1 2 h5 Nd3 3 h6 Ne5+ 4 Kg7 Kf5 5 h7 Ng6 6 g4+ Kg5.

These two variations show that both 1 Bb2 and 1 K×g6 are a loss of time, and in positions with passed pawns this is always liable to have unpleasant consequences. In his adjournment analysis Black found for his opponent a move (which, incidentally, was in fact sealed by White) which also assists the advance of the passed pawns, but without loss of time.

1 g4!! N×c1.

This reply is forced. Now it transpires that Black stands on the edge of the abyss, since his passed pawns are clearly too slow.

2 h5 g×h5 3 g×h5 b4 (the knight can no longer catch the pawn: 3 ... Nd3 4 h6 Ne5 5 h7 Nf7+ 6 Kf6 Nh8 7 Kg7, and White wins) **4 h6 b3 5 h7 b2 6 h8=Q Nd3!**

A study-like finesse, which saves the game. 6 ... b1=Q would have lost to 7 Qh7+. Now, in spite of his big material advantage, White is unable to win, e.g. **7 Qh1+ Ke3 8 Qb1 a4 9 Kf5 a3 10 Ke6 Kd2 11 Qa2 Nc1.** Therefore a draw was agreed without the game being resumed.

Tarrasch–Lasker
Hastings, 1895

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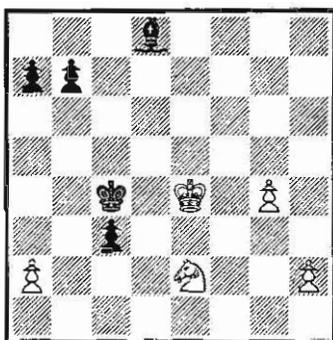
285. This position is also difficult to evaluate without a concrete calculation. The advantage appears to be with Black, since his passed pawn is the further advanced. In spite of this, analysis shows that White could have drawn by the immediate sacrifice of his knight: **1 N×c3! K×c3 2 Kf5 Kb2 3 g5 B×g5 4 K×g5 K×a2 5 h4 b5,** and after both pawns promote a drawn queen ending is reached.

Instead, White played 1 Kf5?, a mistake which should have lost after 1 ... c2 2 g5 B×g5 3 K×g5 Kd3 4 Nc1+ Kd2 5 Nb3+ Kd1 6 a4 a5 7 Kg4 b5! 8 a×b5 a4 9 b6 a×b3 10 b7 b2 11 b8=Q c1=Q, and Black must win the resulting ending.

But Black not only failed to exploit his opponent's error, but himself played 1 ... Kd3?, a fatal loss of tempo which decided the game in White's favour: 2 N×c3! K×c3 3 g5 Bb6 (it is now too late for *3 ... B×g5 4 K×g5 Kb2 5 h4*, when White queens first) 4 h4 Bd4 5 h5 b5 6 h6 b4 7 g6 a5 8 g7 a4 9 g8=Q Resigns.

1.912 Weaknesses in the opponent's pawn formation

Weaknesses in a pawn formation can be of two types:

1) Direct pawn weaknesses—weak pawns, which have to be defended by pieces.

2) Weak squares between pawns—invasion squares, which also have to be defended by pieces against the penetration of the enemy king.

In each case the pieces become passive, lose their mobility, and decline significantly in strength. Therefore weaknesses in the pawn formation are a serious drawback to a position, which often result in defeat.

If the opponent has several weak pawns, the winning plan is to tie his pieces to the defence of his pawns, and then attack one of them with king and bishop to gain a decisive material advantage.

Here is a typical example.

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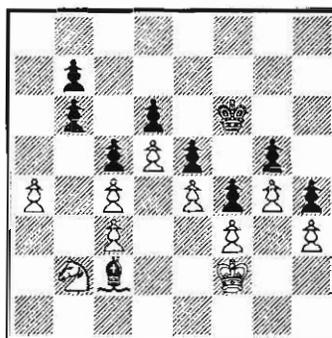
286. White has weak pawns at a4, c4, f3 and h3, together with those at e4, g4 and d5. The knight is tied to the defence of the a-pawn and the king cannot come to its aid. Black wins by making the long journey with his king to the a4 pawn.

1 ... Ke7 2 Ke2 Kd7 3 Kd2 Bb3 4 Ke2 Kc7 5 Kd2 Kb8 6 Ke2 Ka7 7 Ke1 Ka6 8 Kd2 Ka5 9 Kc1 B×a4.

Black has carried out his plan without the slightest hindrance, since White had no possibility of counter-play. The rest is simple.

10 Nd3 (or 10 N×a4 K×a4 11 Kb2 b5 12 c×b5 K×b5 13 Kb3 Ka5 14 Ka3 b5 15 Kb3 c4+ 16 Ka3 b4+ 17 c×b4 Kb5, and Black wins) **10 ... Bb3 11 Nb2 b5 12 c×b5 c4! 13 Kd2 K×b5 14 Ke1 Ka5 15 Ke2 b5 16 Ke1 b4 17 Kd2 Kb5 18 c×b4 K×b4**, and White can resign.

If the opponent has only one weak pawn and there are invasion points in his pawn formation, the winning plan usually consists of the following basic steps:

1) Attack the weak pawn with the bishop, and tie one of the opposing pieces to its defence.

2) Occupy the approaches to the enemy position with the king, and tie the second opposing piece to the defence of the invasion squares.

3) Put the defender in *zugzwang*.

This final stage is the culmination of the plan.

The following examples show how the plan is carried out in different specific cases.

Konstantinopolsky–Kasparian
Moscow, 1947

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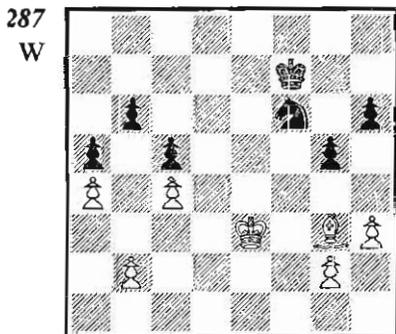
287. White quickly puts his opponent in *zugzwang*.

1 Bc7 Nd7 2 Ke4 Ke6 3 Bd8! Ne5 4 b3 Nc6.

A desperate attempt at counter-attack. After 4 ... Nd7 5 g4 Black has no useful moves.

5 B×b6 Kd6 6 g4 Nd4 7 B×a5 N×b3 8 Bc3.

White has transformed his positional advantage into a material one. The remainder is is of no interest.

It should be noted that, to realize the positional advantage when the opponent has one pawn weakness, the stronger side must be able to penetrate with his king into the opposing pawn formation. Thus, for example, if in position 287 both White and Black had an extra pawn, at e2 and e6 respectively, the game would be drawn, since the black king would not be tied to defending the invasion squares, Black would not get into *zugzwang*, and the white king would be unable to penetrate into his position.

Fischer–Taimanov
Vancouver, 1971

288
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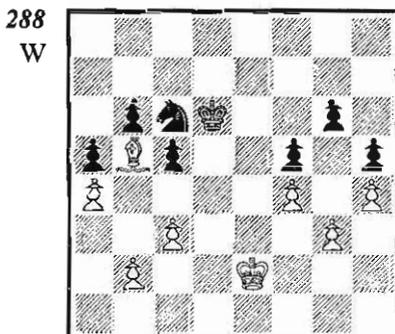
288. There are two significant defects in Black's position—his K-side pawns are fixed on squares of the same colour as the bishop, and on the Q-side there are invasion squares via which the white king can penetrate into the opposing position. Here this proves sufficient for White to win. And even so, if the knight were at d6 the closed nature of the position would prevent White from realizing his advantage.

1 Kd3 Ne7 (the threat was 2 B×c6 K×c6 3 Kc4 with a won pawn ending, since White has two tempi in reserve) **2 Be8 Kd5 3 Bf7+ Kd6 4 Kc4.**

White is aiming to penetrate with his king into the opposing position, and Black is powerless to prevent this.

4 ... Kc6 5 Be8+ Kb7 6 Kb5 Nc8 7 Bc6+ (of course, not 7 B×g6 Nd6 mate) **7 ... Kc7 8 Bd5! Ne7.**

If 8 ... Nd6+ 9 Ka6 Ne4, then 10 Bf7 N×g3 11 B×g6 Kc6 12 Be8 Kc7 13 Ka7 Ne2 14 B×h5 N×f4 15 Bf7, and the advance of the h-pawn is decisive.

9 Bf7 Kb7 10 Bb3!

White gains the tempo necessary for him to advance a further step with his king.

10 ... Ka7 11 Bd1 Kb7 12 Bf3+ Kc7 (after 12 ... Ka7 13 Bg2 the white king reaches c6) **13 Ka6 Ng8 14 Bd5 Ne7 15 Bc4! Nc6.**

If 15 ... Kc6, then 16 Bb5+. Black has no way of avoiding *zugzwang*.

16 Bf7 Ne7 17 Be8! Kd8 18 B×g6! (the decisive sacrifice) **18 ... N×g6 19 K×b6 Kd7 20 K×c5 Ne7 21 b4 a×b4 22 c×b4 Nc8 23 a5 Nd6 24 b5 Ne4+ 25 Kb6 Kc8 26 Kc6 Kb8 27 b6** Resigns.

Marco & Fahndrich v. Charousek & Schlechter
Vienna, 1897
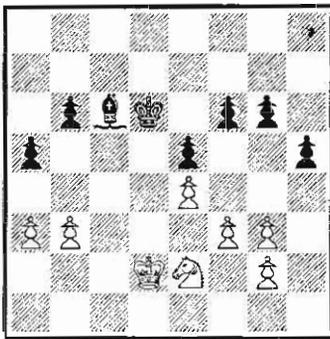
289. White's g2 pawn is weak and there is an invasion square at d4. Black easily realizes his advantage.

1 ... Kc5 2 Kc3 (the threat was 2 ... a4 3 b×a4 Kc4) **2 ... Bb5! 3 Nc1 Bf1 4 Nd3+ Kb5 5 Ne1 g5.**

White's pieces are pinned down. His knight is tied to the defence of the g2 pawn, and if his king moves there follows 6 ... a4 and 7 ... Kc4. In addition, there is one further disadvantage: after 6 ... h4 he will be threatened with 7 ... B×g2! 8 N×g2 h3, when the pawn cannot be stopped. The following desperate advance is his best try.

6 f4 g×f4 7 g×f4 h4 8 f×e5 f×e5 9 Nf3 B×g2 10 N×e5 h3 11 Ng4 B×e4 12 Kd4 Bc2 13 Kc3 Bf5 14 Nh2 Kc5 15 Kd2 Kd4 16 Kc1 Be6 White resigns.

The following example shows how the invasion into the enemy position is carried out.

Gilg–Székely
Stubninske Teplice, 1930
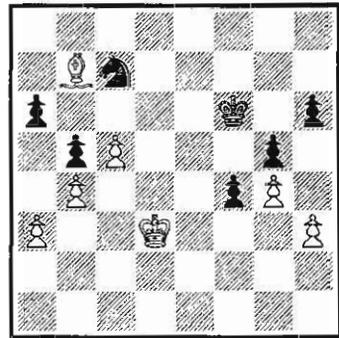
290. 1 Ke4 Ke6 2 Kd4 Kf6 3 Bc8! Ne6+ 4 Kd3!

4 Kd5? could have even lost after 4 ... f3. In carrying out his plan, White must keep a constant watch on the f-pawn.

4 ... Nc7 5 Ke4 (now Black is forced to retreat his king) **5 ... Ke7 6 Ke5 Kd8.**

If 6 ... f3, then 7 Bb7! f2 8 Bg2. Then White comes back with his king and picks up the pawn, he again plays Bb7, and his king returns to the enemy position.

7 Bb7 Ke7.

In order to drive the black king back further, White must gain a tempo. This is achieved as follows:

8 Bc6! Ne6 9 Bd5! Nc7 10 Bb7! Kd7 11 Kf5 Ne6 12 B×a6 Kc6 13 K×e6! Black resigned, since 13 ... f3 14 Ke5 f2 fails to 15 a4! b×a4 16 Kd4.

A lack of coordination between the pieces and pawns should also essentially be regarded as a defect in the pawn formation. The pawns may severely restrict both the king and the knight, giving them no prospects of activity.

Grigoriev, 1931
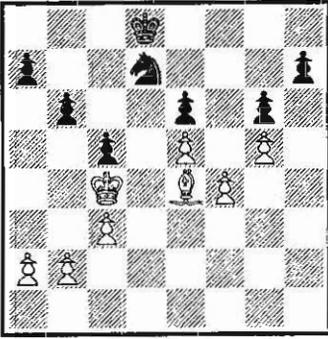
291. Due to his poor pawn formation, Black's pieces, especially his knight, are severely restricted. In addition there are weaknesses in Black's position—his e-pawn and in some cases his h-pawn, and there is also an invasion square at b5. White's pieces, in contrast, are very well placed. His bishop can participate in play on both wings, and his king is close to the invasion square. All this gives White a decisive positional advantage.

Here are the main variations given by Grigoriev.

1 Bf3!

Before invading the opposing position with his king, White wishes to tie Black to the defence of his e-pawn.

"But why not immediately 1 Kb5?", the reader may ask. In this case Black would be able to improve the position of his knight: 1 ... Nb8 2 Bf3 Kc7 3 Bg4 a6+ 4 Kc4 Kd7 followed by 5 ... Nc6.

But now this regrouping does not succeed, for example:

a) 1 ... Nb8 2 Bg4! Kd7 3 Kb5 Ke7 (*3 ... Nc6 4 B×e6+!*) 4 a4 Kd7 5 a5 etc.

b) 1 ... Kc7 2 Bg4! Nf8 3 Kb5 Kb7 4 Bf3+ Kc7 5 Ka6 Kb8 6 b4! c×b4 7 c×b4 Nd7 8 Bc6 Nf8 9 b5 etc.

c) 1 ... a5 2 Kb5 Kc7 3 Bg4 Nf8 4 a4 Kb7 5 Bf3+ Kc7 6 Bc6 etc.

Black's next move causes White the most difficulty.

1 ... a6 2 a4 Kc7 3 Bg4!

3 ... Nb8 was threatened, whereas now Black has to forget about any activity.

3 ... Nf8 4 a5 Kc6 5 a×b6 K×b6 6 Bd1! (the decisive bishop transfer) **6 ... Nd7 7 Ba4 Nb8** (or 7 ... Nf8 8 Be8 a5 9 Ba4) **8 Be8 Nc6 9 Bf7 Nd8 10 Bg8 Nc6 11 B×e6**, and White wins.

Had the black knight been not at d7, but at c7, simultaneously defending the weak e6 pawn and the b5 square, White would evidently have been unable to win. If this case the knight would have coordinated well with the pawns.

Here is a further example on the same theme.

Grigoriev, 1926
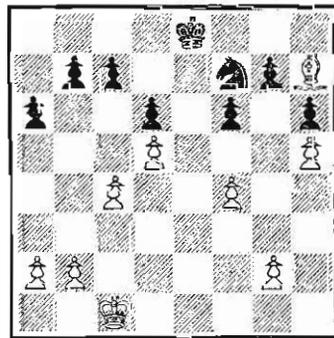
292. In Black's position, apart from the pawns at b7, and, indirectly, a6, there are no pawn weaknesses; true, there are invasion squares at e6 and g6 which have to be guarded.

However, the first impression is that it is not easy for White to penetrate there. Much more significant is one further defect: the knight does not have a single 'decent' square, and is severely restricted by the pawns. White is able to realize his advantage.

1 Kd2 Nd8 2 Kd3 b6 (an attempt to open new squares to the knight) **3 Bf5 c5.**

On 3 ... Nb7 there would have followed 4 b4 a5 5 a3. Of course, there is no sense now in playing 4 d×c6, freeing the knight.

4 Bc8! a5 (a new invasion square has been opened—at b5) **5 g4 Kf7 6 Bf5 Ke7 7 Kc3 Nb7** (or 7 ... Nf7 8 Kb3 Kd8 9 Be6) **8 Bc8! Nd8 9 Kb3 Nf7 10 Ka4 Kd8 11 Be6 Nh8 12 f5** (the result of the knight's cramped position: it is trapped) **12 ... Kc7 13 Kb5 Kb7 14 a4,** and White wins.

In conclusion we will examine an ending played with exceptional subtlety by the great endgame expert Rubinstein.

Here we will see how in practice weaknesses are created and fixed, invasion squares are created, and the king penetrates into the enemy position.

Réti–Rubinstein
Göteborg, 1920
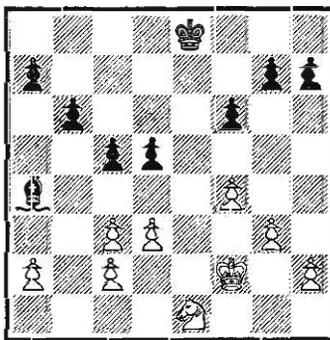
293. 1 ... Ke7 2 Ke3 Ke6 3 g4?
The black king was threatening to penetrate to f5. White attempts to block the invasion squares, but this creates pawn weaknesses.

As was shown by Euwe, the correct con-tinuation was 3 d4! Kd6 (*3 ... Kf5 4 Kf3,* with the threat of *5 Ng2 and 6 Ne3+*) 4 Kd2 Kc6 5 Ng2! Kb5 6 Ne3, with good chances of a successful defence.

3 ... Kd6 4 h3 g6 5 Kd2 Bd7!
Apart from being a long-range piece, the bishop is also a rapid mover, easily switching from one wing to the other. The threat is 6 ... h5.

6 Nf3 Ke7!
Very accurate. If immediately 6 ... h5, then 7 g5! B×h3 8 g×f6, with good counter-play.

7 Ke3 h5! 8 Nh2 (weaker is 8 g×h5 g×h5 9 h4 Ke6 followed by 10 ... Kf5) **8 ... Kd6 9 Ke2.**
Can White save the game? Euwe showed that 9 d4! was best here.

Fine thinks that even in this case Black wins, and to demonstrate this he gives the following variation: 9 ... Kc6 10 Kd2 Kb5 11 Kd3 (*11 f5 h×g4 12 f×g6 g3* etc.) 11 ... Bc8 12 Kd2 Kc4 13 d×c5 b×c5 14 Nf1 d4! 15 c×d4 K×d4, when White cannot defend his weaknesses.

9 ... d4! 10 c×d4.
On 10 c4 Fine gives the following possible continuation: 10 ... h×g4 11 h×g4 Ke7! 12 Kd2 g5! 13 f5 (or *13 f×g5 f×g5 14 Ke2 Kf6! 15 Kd2 Ke5*) 13 ... Kd6 14 Nf3 Bc6 15 Ke2 a6 16 Kf2 B×f3 17 K×f3 b5! 18 Ke4 Kc6 19 Kf3 Kd7! 20 Ke4 Kd6 21 Kf3 Ke5 22 c×b5 a×b5 23 a3 Kd5 24 Kg3 c4 25 Kf3 c3 26 Kg3 Kc5 27 Kf3 b4 28 a×b4+ K×b4 29 Ke4 Ka3 30 K×d4 Kb2, and Black wins.

At the same time Fine shows that if Black plays 11 ... g5 immediately, after 12 f×g5 f×g5 13 Kf2! Ba4 (*13 ... Ke5 14 Kg3 Ba4 15 Nf3+ and 16 Ne1*) 14 Nf3 B×c2 15 Ke2 White gains a draw.

10 ... c×d4 11 Kd2 h×g4 12 h×g4 Bc6 13 Ke2.
After 13 c3 d×c3+ 14 K×c3 Bg2! the knight is stalemated, and Black wins by setting up a passed pawn on the Q-side.

13 ... Bd5 14 a3 b5 15 Nf1 a5 (15 ... g5 followed by the invasion of the king would also have won) 16 Nd2 a4! 17 Ne4+ (White has no defence against the threats of ... b4 and ...g5) 17 ... B×e4 18 d×e4 b4! 19 Kd2 b×a3 20 Kc1 g5! White resigns.

1.913 Superior king position in an open situation

In minor piece endings a superior king position is of great importance. As was stated earlier, to win in a closed type of position, where the positional advantage consists of the opponent having pawn weaknesses, it is normally necessary for the king to break into the pawn formation.

Here we should like to demonstrate the role of an active king in open positions. In such positions the superiority of bishop over knight is especially noticeable. Therefore the possession of a bishop against a knight, in combination with an active king, constitutes a positional advantage.

The plan for realizing this advantage is as follows:

1) The king approaches as closely as possible to the opponent's pawns.

2) Invasion squares are created in the opponent's position.

3) The bishop aims to tie down the opponent's pieces, which are defending the approaches to his pawns.

4) The opponent's cramped pieces are either driven back directly by the pieces and pawns, or are forced to retreat due to *zugzwang*.

5) The king enters the enemy position and creates a decisive material advantage.

We will study the details of this plan in the following examples.

294. At first sight it is not clear why in general Black should have any advantage here. White appears to have no weaknesses,

Stoltz–Kashdan
The Hague, 1928

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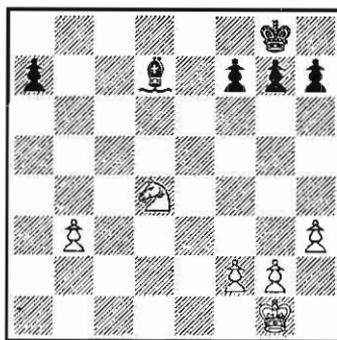
he has a splendidly placed knight, and if the black king makes for the centre it will be opposed by White's.

Let us see how the game went.

1 ... Kf8 2 Kf1 Ke7 3 Ke2 Kd6 4 Kd3 Kd5.

Thanks to the fact that it was Black to move, he has gained the more active king position.

5 h4 Bc8!

Black transfers his bishop to a6, with the aim of driving back the opponent's king and threatening the g2 pawn. It was for this reason that White moved his h-pawn off a white square in advance.

6 Nf3.

Was it not possible to maintain the knight at d4? Serious consideration should have been given to 6 f3 Ba6+ 7 Ke3, and if 7 ... Kc5, then 8 Nc2, e.g. 8 ... Bf1 9 g3 Ba6 10 Nd4 Bb7 (*10 ... Kb4 11 Nc6+*) 11 Kd3 Kb4 12 Kc2 Bd5 13 Kb2 g6 14 Kc2 a6 15 Kb2, when Black still has to break down White's defences.

The attempt to activate the knight is pointless, and merely accelerates White's defeat.

6 ... Ba6+ 7 Kc3.

On 7 Ke3 there could have followed 7 ... Kc5 8 Ng5 Kb4 9 N×f7 K×b3, when Black acquires a dangerous outside passed pawn, which in this position constitutes a decisive advantage.

7 ... h6 8 Nd4 g6 9 Nc2 Ke4 (the king has occupied the approaches to the enemy pawns) **10 Ne3 f5 11 Kd2 f4.**

The knight is pushed back. On 12 Nc2 there follows 12 ... Bf1! 13 Ne1 Kf5 14 f3 g5 15 h×g5 K×g5, when the king reaches g3. By his next move White tries to mount a counter-attack.

12 Ng4 h5 13 Nf6+ Kf5 14 Nd7 Bc8! 15 Nf8 g5! 16 g3 (16 h×g5 K×g5, and the knight is lost) **16 ... g×h4 17 g×h4 Kg4 18 Ng6 Bf5 19 Ne7 Be6 20 b4 K×h4 21 Kd3 Kg4 22 Ke4 h4 23 Nc6 Bf5+ 24 Kd5 f3 25 b5 h3 26 N×a7 h2 27 b6 h1=Q 28 Nc6 Qb1 29 Kc5 Be4** White resigns.

The superiority of bishop over knight was very clearly revealed here. In an open position it is difficult for the king and knight to defend the approaches to their position, and for this reason the more active position of Black's king played a decisive role.

Chekhover–Lasker
Moscow, 1935
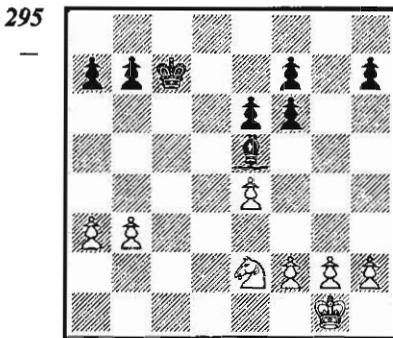
295. If White's pawn were at a4, he would play 1 Nc1 Kc6 2 Nd3, erecting a barrier in the path of the enemy king, when he would be able to draw. But the pawn is at a3, and if 1 a4, then 1 ... Kc6 2 Nc1 Kc5, when Black succeeds in breaking through. Therefore White brings up his king.

1 Kf1 b5!

Very accurate. Black fixes the opponent's pawn weakness. Nothing is achieved by

1 ... Bb2 2 a4 Kc6 3 Ke1 Kc5 4 Kd2 Kb4 5 Kc2, when the white king arrives just in time.

2 Ke1 Bb2 3 a4 b×a4 4 b×a4 Kc6!

Again the best move. 4 ... Kb6 5 Kd2 Ka5 would not have achieved anything after 6 Kc2 Be5 7 f4 Bd6 8 Kb3.

5 Kd2 Kc5! 6 Nc3 (or 6 Kc2 Bd4 7 f3 Kc4!, and White is bound to lose material, e.g. 8 Nc1 Be5 9 h3 Kb4 and 10 ... K×a4) **6 ... Kb4 7 Nb5 a5! 8 Nd6 K×a4 9 Kc2.**

If 9 N×f7, then 9 ... Kb3 10 Nd8 a4 11 N×e6 a3 12 Nc5+ Kc4, and Black wins.

9 ... Be5 10 N×f7 B×h2 11 Nd8 e5 12 Nc6 Bg1 13 f3 Bc5 14 Nb8 Kb5 15 g4 Be7 16 g5 f×g5 17 Nd7 Bd6 18 Nf6 Kc4. White resigned, since on 19 N×h7 there follows 19 ... Be7.

Bogatirchuk–I. Rabinovich
Leningrad, 1923
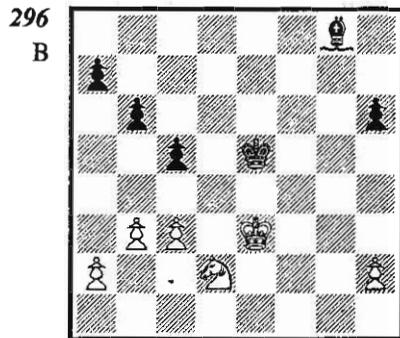
296. In combination with his bishop, the active position of Black's king gives him the advantage. The continuation was:

1 ... Bd5 2 Nb1.

White seeks counter-play. If 2 Nf3+, then 2 ... Kf5 3 h3 a5 4 c4 Be4 5 a3 Bc2 6 Nd2 Kg5 7 Kf3 Kh4 8 Kg2 Bd1! 9 Kh2 h5 10 Kg2 Kg5 11 Kg3 h4+ 12 Kf2 Kf4, and Black wins.

2 ... Kf5 3 Na3 a6 (preventing the knight from coming out) **4 Nc2 Kg4 5 Kf2 Kf4 6 Ne3 Bf7 7 Ke2 b5 8 Kf2 Ke4.**

Having pushed back the enemy king, Black has reached the 4th rank with his king and

has occupied the approaches to the opponent's position.

9 Ke2 Be6 10 Ng2 Bg4+ (the immediate 10 ... c4 is simpler) **11 Kd2 Be6 12 Ne1 c4! 13 b×c4** (or 14 b4 Bg4! 15 Ng2 Kf3 etc.) **13 ... B×c4 14 a3 a5 15 Nc2 a4 16 Nd4 h5!**

White's misfortune is that he is gradually running out of moves, and he ends up in *zugzwang*.

17 Nc2 Kf3 18 Ne3 Kf2 19 Nf5 Kg2 20 h4 Kf3 21 Ne7 Kg3! 22 Ng6 Bf7 (with the king at g4 this move would not have been possible) **23 Ne5 Bd5 24 Ng6 Be4 25 Ne5 K×h4.**

The remainder is very familiar to us.

26 Ke3 Bd5 27 Nd3 Bc4 28 Nf2 Kg3 29 Ne4+ Kg4 30 Nf6+ Kg5 31 Ne4+ Kf5 32 Ng3+ Kg4 33 Kf2 Bd3 34 Nh1 Kf4! 35 Ng3 Bg6 36 Nf1 Ke4 37 Ke2 Bf7 38 Nd2+ Kf4 39 Kf2 Bc4 40 Nf3 Ke4 41 Ne1 Be6 42 Ke2 Bg4+ 43 Kd2 h4 44 Nd3 h3 45 Nf2+ Kf3 46 Ke1 h2 White resigns.

1.92 Realization of a positional advantage with knight against bishop

1.921 Passed pawn

A bishop is normally better at coping with a passed pawn than a knight is, and therefore this advantage may become decisive· only in combination with certain others.

297. Thus here White wins thanks to the fact that his active king is able to support the passed pawn.

1 c6 Kd8 (or 1 ... f5 2 g×f5 g×f5 3 Nc4 Bf6 4 Nd6+ Kd8 5 c7+) **2 Ke4 Kc7 3 Kd5! f5** (there is nothing better) **4 g×f5 g×f5 5 K×e5 K×c6 6 Nb3** (White is not in a hurry to capture the stranded pawn, but tries first to prevent the approach of the black king) **6 ... Bd6+ 7 Ke6 Bh2 8 Nd4+ Kc5 9 N×f5 h5 10 Ng3 Kd4 11 Kf5 h4 12 Nh5 Bg1 13 f3 Bf2 14 Nf4 Be1 15 Ng6 Kd5 16 Kg4** Resigns.
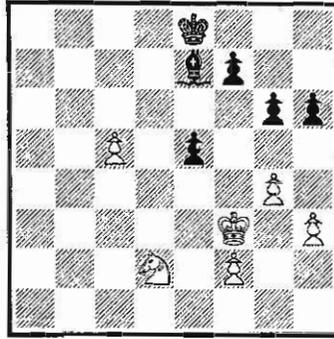
The unfortunate placing of the opposing pieces allows White to gain a decisive material advantage in the next two examples.

Vukovic, 1947
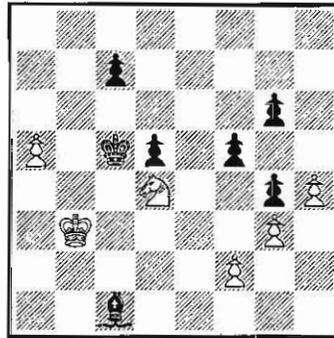
298. The dangerous passed a–pawn renders the knight immune. Black requires a further two moves (... c6 and ... Kd6) to consolidate his position, but during this time White succeeds in exploiting the dominating position of his knight.

1 Ka2 Bh6 2 Kb1 c6 3 Kc2 Kd6.

Black is ready to breathe more easily, when disaster strikes.

4 h5! Bg7 5 Ne6! K×e6 6 h6 Bd4 7 Kd3 c5 8 a6 Ke5 9 h7 c4+ 10 Ke2 Ke4 11 a7, and White wins.

Naegeli–Collijn
Bern, 1932

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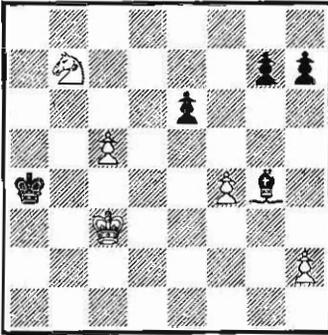
299. Here White wins a piece: **1 c6 Kb5** (1 ... Bf3 2 Nc5+ and 3 c7) **2 c7 e5 3 f5! B×f5 4 Nd6+ Kc6 5 N×f5 K×c7 6 N×g7** etc.

Knight and passed pawns against a bishop is a very popular theme in studies. The basic tactical devices are interference, blocking, and, finally, forking.

Berger, 1890

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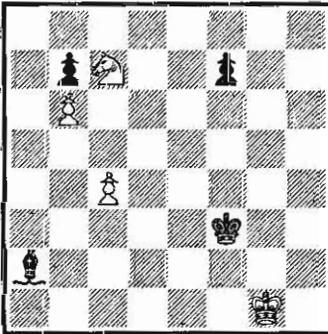
300. The c-pawn queens by force: **1 c5 Bb1 2 Ne6! f×e6 3 c6 Be4 4 c7**, and wins.

In the following study the bishop manages to stop the pawn, but in doing so it comes under attack itself, and is lost.

301. By two successive sacrifices White blocks the bishop's diagonal: **1 b5! a×b5 2 Ng6+! Kg4! 3 e7 Bf3+ 4 Kf2 Bc6.**

Prokes, 1941

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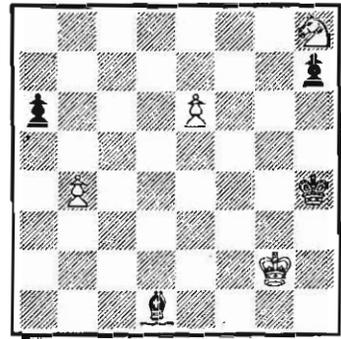
Black has managed to stop the pawn, but after **5 Ne5+** the bishop is lost.

Eliskases–Flohr
Semmering-Baden, 1937

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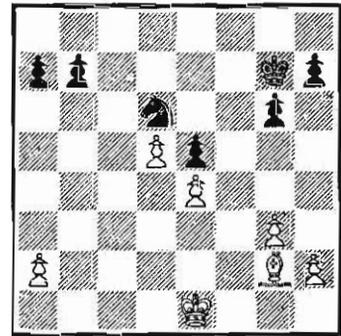
302. This position is extremely instructive. Black has an undisputed positional advantage, consisting, firstly, of the possession of a potential outside passed pawn, and, secondly, of the fact that here the knight is stronger than the bishop, which is tied to the defence of the e4 pawn.

But White has only one weakness—his e4 pawn, defended by the bishop, and the result will depend upon whether or not Black can break into the opponent's position with his king and gain there a decisive material advantage. Black's manoeuvres are undoubtedly restricted by the pride of White's position—his protected passed pawn at d5.

1 ... b5 2 Kd2 a5 3 Kd3 Kf6 4 Bf3 Ke7.

Black takes his king across to the Q-side, to support the advance of his pawns.

5 h4?

This move unnecessarily weakens White's pawns, which leads in the end to his defeat. As was shown by Euwe, he should have continued 5 Bd1 Kd8 6 a4, immediately clarifying the pawn situation on the Q-side, e.g.:

a) 6 ... b×a4 7 B×a4 Kc7 8 Bc2 Kb6 9 Kc3, with better prospects than in the game.

b) 6 ... b4 7 Bb3 Kc7 8 Bc2 Kb6 9 Bb3 Nb7 10 Kc4 Nc5 11 Bc2 g5 12 g4 h6 13 h3 b3 14 Bb1 b2 15 Kc3 N×a4+ 16 Kb3 Nc5+ 17 K×b2 Kb5 18 Kc3, and it is difficult for Black to get at the opponent's weaknesses.

5 ... h6 6 Bd1 Kd8 7 a4 (this is not as strong as it was previously) **7 ... b×a4.**

Here the correct move was 7 ... b4!, when Euwe gives the following main variation: 8 Bb3 Kc7 9 Bd1 Kb6 10 Bc2 (*10 Bb3 Nb7 11 Kc4 Nc5 12 Bc2 h5*) 10 ... Nb7 11 Kc4 Nc5 12 g4 g5 13 h5 b3 14 Bb1 b2 15 Kc3 N×a4+ 16 Kb3 Nc5+ 17 K×b2 Nd7 and 18 ... Nf6.

8 B×a4 Kc7 9 Bc2 Kb6 10 Kc3 Kb5 11 Kb3 Kc5 12 Ka4 Nc4 13 Bb3?

The decisive mistake. Correct was 13 Bb1 Nd2 14 Bd3, not allowing the knight to attack the pawns.

13 ... Nd2 14 Bc2 Nf1! 15 N×a5 N×g3 16 Ka4 Nh5 (the rest is simpler) **17 Kb3 Kd4! 18 Kb4 Nf6 19 d6 g5 20 h×g5 h×g5 21 Kb5 g4 22 Bd1 g3 23 Bf3 Ke3 24 Bh1 Kf2 25 Kc6 g2 26 B×g2 K×g2 27 d7 N×d7 28 K×d7 Kf3** White resigns.

303. The pawn formation in this example somewhat resembles the previous one. Here too the knight is significantly stronger than the bishop, which is tied to the defence of its pawns. But here White's task is much simpler, since it is easy for him to break into the opponent's position with his king.

1 g5 (opening the way for the king) **1 ... Kg7 2 Kf3 Kf7 3 Kg4 Be7 4 Kf5 Bf8.**

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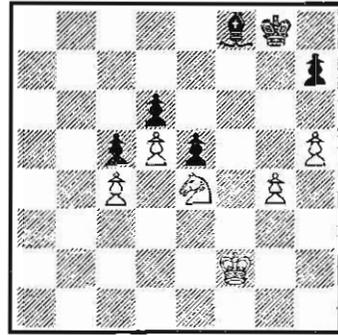
Had Black manoeuvred with his bishop so as to answer 4 Kf5 with 4 ... Be7, he would still have lost after 5 h6 Bf8 6 Nf6 Be7 7 N×h7 e4 8 g6.

5 Nf6 h6! (the only possibility of resisting) **6 g×h6 B×h6 7 Ne4 Bf8 8 h6 B×h6** (or 8 ... Be7 9 h7 Kg7 10 Ke6 Bf8 11 h8=Q+ K×h8 12 Kf7) **9 N×d6+ Ke7 10 Ne4 Be3 11 d6+ Kd7 12 K×e5** Resigns.

In the last two examples the superiority of the knight over the bishop was based on the fact that the bishop, being forced to defend the pawn weaknesses, became 'bad', and found it difficult to cope simultaneously with the passed pawn.

Below we will consider some further positions where the bishop, being tied to the defence of its pawns, becomes weaker than the knight.

1.922 Opponent's pawns on the same coloured squares as the bishop

If the opponent's pawns are on the same coloured squares as his bishop, this significantly reduces the bishop's fighting qualities, since the squares between the pawns become inaccessible to it. This can allow the enemy king to break into the defender's pawn formation.

Smyslov–Derkach
Kiev, 1937

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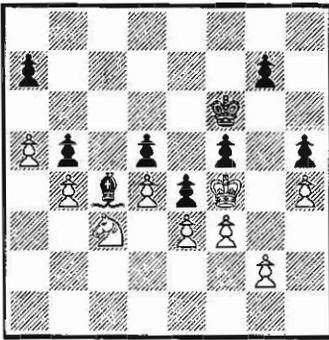
304. White's advantage here is quite obvious. Black's bishop is restricted by his own pawns and is forced to defend them. His king has to guard the e5 and g5 squares against invasion by the white king. Black has practically no useful moves, and White quickly puts him in *zugzwang*.

1 a6 g6 2 f×e4 f×e4.

Or 2 ... d×e4 3 g3 Bd3 4 d5 Bc4 5 d6 Ke6 6 Kg5 K×d6 7 K×g6 Ke5 8 K×h5 Kf6 9 Kh6 Bd3 10 Nd5+ Ke5 11 Kg7.

3 g3 Ke6 4 Kg5 Kf7 5 Nd1.

White's king has broken into the opposing position, and now the knight comes to its aid.

5 ... Bf1 6 Nf2 Kg7 7 g4 h×g4 8 N×g4 Bh3 9 Nf6 (or 9 Ne5 Bf5 10 h5) **9 ... Be6 10 Ne8+** Resigns.

Averbakh–N.N.
Ljubljana, 1956
(*from a simultaneous display*)

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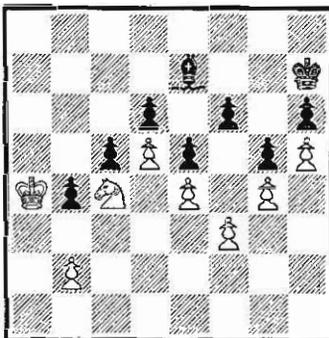
305. The way for White's king into the enemy position is open, but he must be careful, since Black is a pawn up, which to a certain extent restricts the knight. But White's positional advantage is so great that, in spite of the opponent's extra pawn, he can win, since he can put Black in *zugzwang*.

1 Kb5 Kg7 2 Kc6 Kf7 3 Kd7 Bf8 4 Na5 Be7 5 Nc6 Bf8 6 Kd8! Bg7 7 Kc7! Bf8 8 Kd7 Bg7.

If 8 ... Kg8, then 9 Ke6 Kg7 10 Na5 Kg8 11 Nc4 Kg7 12 Ne3 Kg8 13 Nf5 c4 14 Ne3 c3 15 b3, followed by 16 Nc2 and 17 N×b4, with an easy win.

Or 8 ... Kg7 9 Ke6 Kg8 10 K×f6 Bg7+ 11 Ke7! Bf8+ 12 Ke6 Kg7 13 Na5 Kg8 14 Nc4 Kg7 15 Ne3 Kg8 16 Nf5 etc.

9 K×d6 Bf8+ 10 Kd7 c4 11 Na5 c3 12 b×c3 b×c3 13 d6 c2 14 Nb3 Resigns.

Had Black played 6 ... Kg7, nothing would have been achieved by 7 Ke8 Kg8 8 Na5 Kg7 9 Nc4 Kg8 10 Ne3 Kg7 11 Nf5+ Kg8. White first has to give Black the move, and this is done by 7 Kc7 Kg8 (7 ... Kf7 8 Kd7 and 9 Ke6) 8 Kc8! Kg7 9 Kd8! Kg8 10 Ke8 Kg7, and only now 11 Na5 Kg8 12 Nc4 Kg7 13 Ne3 Kg8 14 Nf5 etc.

Popa–Galich
Bucharest, 1938

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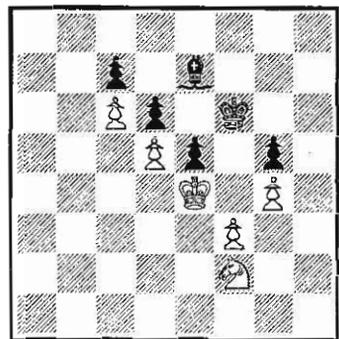
306. Here White's king is unable to break through via f5. He wins by taking his king up to the c7 pawn, followed by attacking this pawn with his knight.

1 Kd3 Kf7 2 Kc4 Ke8 3 Kb5 Kd8 4 Ka6 Kc8
5 Ka7 Bf6 6 Ne4 Be7 7 Ka8! (vacating a
square for the knight) **7 ... Bd8 8 Nc3 Bf6
9 Nb5 e4** (the threat was 10 Na7+ Kd8
11 Kb7 and 12 Nb5, winning the c7 pawn)
**10 f×e4 Be5 11 Na7+ Kd8 12 Kb7 Bc3
13 Nb5 Ba5 14 N×d6.**

A pretty move, but not essential. The
prosiac 14 Nd4 and 15 Ne6+ was just as
good.

**14 ... c×d6 15 e5 Bc7 16 e6 Ba5 17 e7+
K×e7 18 c7 B×c7 19 K×c7** Resigns.

Averbakh–Lilienthal
Moscow, 1949

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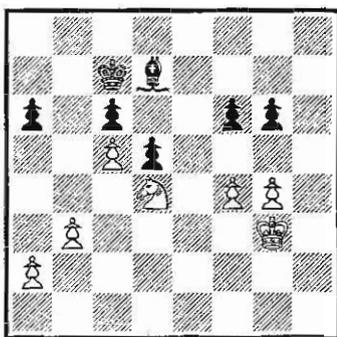
307. White has a straightforward win. By
1 g5! he opens a way for his king into the
enemy position. **1 ... f×g5.**

If 1 ... f5, White wins by 2 Nf3 Be8 3 Ne5
Kd8 4 Kf3 Ke7 5 Ke3 Ke6 6 Kd4 Ke7 7 Nd3!
Ke6 8 Nb4 a5 9 Nd3 Bd7 10 a4 Be8 11 b4
a×b4 12 N×b4, and the passed a–pawn
decides the game.

2 f×g5 Bc8 3 Kf4 (the game was in fact
adjourned at this point, and Black resigned
without resuming) **3 ... a5 4 Ke5 Bg4** (on 4
... Ba6 there could have followed 5 Kf6 Bd3
6 Ke7 and 7 Ne6+, pushing back the black
king) **5 Kf6 Bh5 6 Ke7 Bg4 7 a3! Bd1 8 Ne6+
Kb7 9 Kd6 B×b3 10 Nd8+ Kc8 11 N×c6 a4
12 Ne7+**, and White wins.

Zubarev–Aleksandrov
Moscow, 1915

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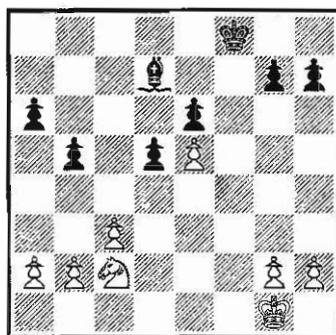
308. White's plan consists of the following
steps:

1) Penetration with his king along the black
squares into the opponent's position, as far
as this is possible.

2) Exploiting the fact that the black king
will be tied to the defence of the invasion
squares on the Q-side, attack the K-side
pawns with his knight and create new weak-
nesses there.

3) Being forced to defend his weak pawns
with his bishop, Black is bound to end up in
zugzwang. The attainment of the *zugzwang*
position is the final, and essentially decisive
step.

It is instructive to follow how White carries
out this plan.

1 Kf2 Ke7.

No better is 1 ... Kf7 2 Ke2 Kg6 3 Ne3
Kg5 4 g3, when the black king is faced by a
'wall', whereas after 5 Kd3 and 6 Kd4 the
white king can continue its journey.

**2 Ke3 Kd8 3 Kd4 Kc7 4 Kc5 Bc8 5 Nb4 Bb7
6 g3 Bc8 7 Nd3** (now the knight sets off)
**7 ... Bd7 8 Nf4! g6 9 Nh3! h6 10 Nf4! g5
11 Nh5 Be8 12 Nf6 Bf7 13 Ng4 h5 14 Ne3! Bg6**
(or 14 ... g4 15 Ng2 Bg6 16 Nf4 Bf7 17 b4,
and Black is in *zugzwang*) **15 h4 g×h4
16 g×h4 Be4!**

Black tries to prevent the knight from reach-
ing f4, since this will lead to *zugzwang*.

17 Nf1 Bf3 18 Nd2 Be2 19 Nb3 Bg4 20 Nd4 Bh3 21 Ne2 Bf5 22 Nf4 (at last!) **22 ... Bg4 23 b4,** and White won.

In the majority of the above examples there was a clear road open to the king, but this is by no means always the case. More often a bitter struggle has to be waged for the possibility of penetrating into the opponent's position, and each step forward has to be won by force.

The following example is highly instructive.

Grigoriev, 1931

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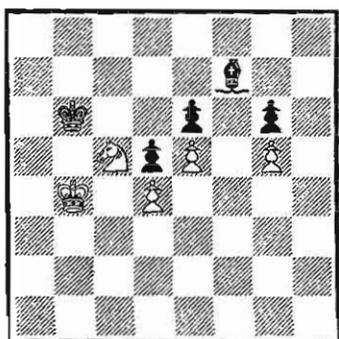
309. 1 Na4+ Kc6.

1 ... Ka6 facilitates White's task: 2 Kc5 Ka5 3 Nc3 Bg8 4 Ne2! Ka4 5 Kd6 Kb4 6 Ke7 Kc4 7 Kf8, and White not only picks up the bishop, but also queens one of his pawns.

2 Ka5 Kb7 3 Nc5+ (of course, not 3 Kb5? Be8+ and 4 ... B×a4, with a draw) **3 ... Kc7** (if 3 ... Ka7, then 4 Kb5 Be8+ 5 Kb4! Bf7 6 Ka5 Bg8 7 Kb5, and the king invades) **4 Kb5!**

The most thematic way to win. Grigoriev shows that 4 Nd3 Be8 5 Nf4 Bf7 6 Kb5 Kb7 7 Kc5 Kc7 8 Nd3 Be8 9 Nb4 Bf7 10 Na6+ Kb7 11 Kd6! K×a6 12 Ke7 Bg8 13 Kf8 Kb5 14 K×g8 Kc4 15 Kf7 K×d4 16 K×e6 leads to a queen ending with an extra pawn.

4 ... Be8+ 5 Ka6 Bf7 6 Nb7 Be8! 7 Ka7! Bf7 8 Nd6! Bg8 9 Ka6! (now that the bishop is locked up in its own camp, White can improve the position of his king) **9 ... Kc6**

10 Ka5! Bh7 11 Nf7! Bg8 12 Nh8 Bh7 13 Ka6! (a duel between the two kings begins) **13 ... Kc7 14 Kb5 Kb7 15 Kc5 Kc7 16 Nf7 Bg8 17 Nd6! Bh7 18 Ne8+ Kd8 19 Nf6,** and White wins.

It remains to add that on 7 ... Kc6 White would have won by 8 Kb8! Kb6 9 Kc8 Bf7 10 Nd6 Bg8 11 Kd7 Ka5 12 Ke7 Kb4 13 Kf8 Kc3 14 Nb5+ Kc4 15 K×g8 etc.

It is known that a knight is unable to gain a tempo. Therefore in blocked positions, instances of mutual *zugzwang* can often occur, and exceptionally subtle manoeuvring with king and knight is sometimes required, to enable the required tempo to be gained.

Henneberger–Nimzowitsch
Winterthur, 1931

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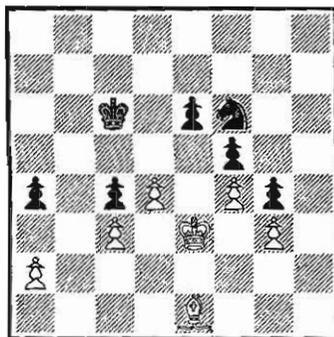
310. For the moment it is not clear how the black king can penetrate into the opponent's position. The game continued:

1 ... Ne4 2 Ke2 Kd5 3 Ke3 Kd6!

Commencing a manoeuvre to give White the move. But why not immediately 3 ... Nd6 4 Bd2 Nb5 5 Be1 Na3 6 Bd2 Nc2+ 7 Ke2 Ke4? It transpires that after 8 Bc1 Black has no alternative other than 8 ... Ne1, with highly risky complications. He chooses a sounder path.

4 Ke2 Kc6 5 Ke3 Kd5 6 Ke2 Nd6 7 Ke3 Nb5 8 Bd2 Na3 9 Bc1 (9 Be1 loses quickly to 9 ... Nc2+ 10 Kd2 N×e1 11 K×e1 Ke4 12 Ke2 a3) **9 ... Nb1 10 Bb2 a3! 11 Ba1 Kd6!** (again

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giving the opponent the move) **12 Ke2 Kc6 13 Kd1!**

The most tenacious. White loses quickly after 13 Ke3 Kd5 14 Kf2 Nd2 15 Kg2 Nb3!

13 ... Kd5 14 Kc2 Ke4 15 K×b1 Kf3 16 Bb2! a×b2! 17 a4 K×g3 18 a5 Kh2 19 a6 g3 20 a7 g2 21 a8=Q g1=Q+ 22 K×b2 Qg2+!, and Black won.

Schlechter–Walbrodt
Vienna, 1889
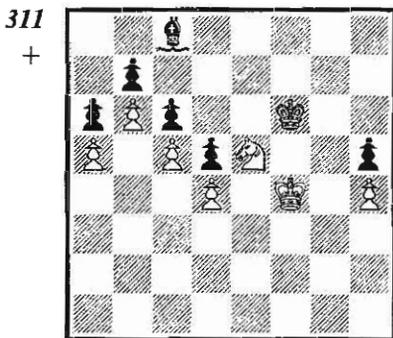
311. White has an obvious advantage. Black has already run out of moves. If he moves his bishop there follows N×c6, and the king cannot leave f6 because of Kg5. But ... it is White's move, and he does not have a tempo to give the opponent the move. Knight manoeuvres do not help, since on its own a knight is unable to gain a tempo.

White has to gain the tempo by manoeuvring with his king and knight. Suppose that he plays **1 Kf3**. Black has only one move: **1 ... Ke7.** He loses immediately after 1 ... Kf5 2 Nf7, or 1 ... Kg7 2 Ke3 (g3) Kf6 3 Kf4.

The win is rather more complicated after 1 ... Ke6. White replies 2 Nd3! with the threat of 3 Nf4+. Black is obliged to continue 2 ... Kf6 (2 ...Ke7 3 Kf4 Kf6 4 Ne5, and it is Black's turn to move), when there follows 3 Ke3!, and Black is in *zugzwang*.

The following continuation is possible: 3 ... Kf5 (3 ... Bf5 4 Ne5 Bc8 5 Kf4, while if 3 ... Ke7, 3 ... Kf7 or 3 ... Kg6, then

4 Kf4 Kf6 5 Ne5) 4 Nf4 Kg4 5 N×h5! (simpler than 5 Ng6 Kg3 6 Ne7 Bd7 7 Ng8! K×h4 8 Nf6 Bg4 9 Kf4 Kh3 10 N×h5) 5 ... K×h5 6 Kf4 Kg6 7 Ke5 Kf7 8 Kd6 Ke8 9 Kc7, and White wins.

Thus we have established that the square corresponding to f3 is e7. It is easy to show that the only square corresponding to g3 and e3 is e6. In fact, if on 1 Kg3 or 1 Ke3 Black plays 1 ... Ke7, then after 2 Kf3 Ke6 White wins, as shown earlier, by 3 Nd3! Kf6 4 Ke3! It is no different if on 1 Kg3 (or *1 Ke3*) Black replies 1 ... Kf5, since White wins by 2 Kf3 Ke6 3 Nd3!

We can go on to establish that **f6** corresponds to **f2, e2** and **g2** (from f2 and e2 the king can go to f3 and e3, while from f2 and g2 it can go to f3 and g3, to which the corresponding squares are e6 and e7).

We give the results obtained in a table:

white king	black king
f4, f2, e2, g2	f6
f3	e7
g3, e3	e6

Now the solution does not present any difficulty. To win White must retreat his king to the second rank, and when it moves between e2, f2 and g2 Black loses the correspondence. These squares can be reached in a variety of ways, and therefore there will be several solutions. For example:

1 Ke3 Ke6! 2 Ke2 Kf6! 3 Kf2!, or **1 Kf3 Ke7! 2 Kf2 Kf6! 3 Ke2!**, or **1 Kg3 Ke6! 2 Kg2 Kf6! 3 Kf2!**

By a careful study of this example the reader will easily find several more solutions.

312. This position has much in common with the previous one. White has an undisputed advantage. The bishop is tied to the defence of the g6 pawn, and the black king

Averbakh–Kolyakov
Moscow, 1951

312
W

he cannot penetrate with his king into the opposing position. Thus nothing is achieved by **4 Nd3 Bb5 5 Nb4+ Kd6!**, when we reach position 271, in which he is not able to realize his material advantage.

Byelavyenets–Rauzer
Leningrad, 1937

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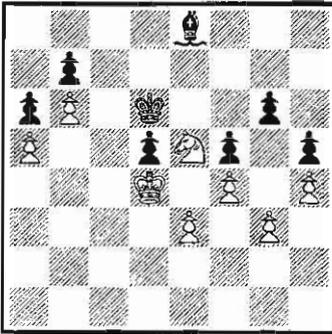
has to guard c5 against invasion by the enemy king. Black to move would lose immediately, but ... it is White's move.

The game continued: **1 Kd3 Ke6.**

1 ... Bb5+ loses immediately to 2 Kc3! Be8 3 Kd4, when Black is in *zugzwang*. If 1 ... Kc5, then 2 Kc3 Kb5 (regarding the pawn sacrifice *2 ... d4+*, see below) 3 Kd4 K×a5 4 Kc5 (White is aiming for Black's main weakness—the b7 pawn) 4 ... Ka4 5 Kd6 a5 6 Kc7 Kb3 7 K×b7 a4 8 Kc7 a3 9 b7 a2 10 b8=Q+, and White wins.

2 Kc3 Ke7 3 Kb3 Ke6 4 Nd3 Kd6? 5 Kc3! (because of his poor 4th move. Black has ended up in *zugzwang*) 5 ... Bc6 6 Ne5 Kc5 7 N×g6 Kb5 8 Ne5 d4+ 9 K×d4 Bg2 10 Nc4 Kb4 11 Nd6 K×a5 12 Kc5 Ka4 13 N×f5 Kb3 14 Nd4+ Kc3 15 f5 Be4 16 f6 Bg6 17 Nc6 Be8 18 Na5 Resigns.

But Black did not make use of all his defensive chances. Firstly, instead of 4 ... Kd6 correct was **4 ... Kd7!**, to which White was intending 5 Nc5+ Kc6 6 Kb4 Bf7 7 N×b7 K×b7 8 Kc5, but after 8 ... Be8 9 K×d5 Bc6+ 10 Ke6 Bf3 11 Kf6 Kc6 12 K×g6 Bg4 13 Kf6 Kd6! 14 Kf7 Kd7 Black is able to hold the position.

There was also an alternative defence. After **1 Kd3 Kc5 2 Kc3** Black had the possibility of the pawn sacrifice **2 ... d4+!**, e.g. 3 e×d4+ **Kd5!**, and again White has problems, since

313. Black is severely cramped, but for the moment he can successfully defend his weaknesses. White's plan is to advance his h-pawn to h6, giving Black further defensive problems. since he then has to reckon with the sacrifice of the knight at f5 or g6.

1 Ng3 Bd7 (on 1 ... a6 there could have followed 2 b×a6 B×a6 3 h5 Ke6 4 h6, with the irresistible threat of Nh5) **2 a4 Ke6** (on 2 ... Be8 White would still have continued 3 h5 g×h5 4 N×f5+, when 4 ... Ke6 fails to 5 Ng7+ and 6 N×e8, with a won pawn ending) **3 h5 Be8 4 h6 Kd6 5 Ne2.**

Here the game was adjourned, and White was given a win on adjudication. A possible continuation is **5 ... Bd7 6 Nc3 Be6 7 Na2 Bf7** (even worse is 7 ... Bc8 8 Nb4 Bb7 9 Nd3 Bc8 10 Ne5 and 11 N×g6) **9 Nc6 a5.**

The attempt to shut the knight in at a7 is also unsuccessful. After 9 ... Bc8 10 N×a7 Bd7 White continues 11 Kd3! Kc7 12 Kc3 Kb7 (or *12 ... Kd6 13 Kd4!*, and Black is forced to free the knight) 13 Kd4! K×a7 14 Ke5, and wins.

10 b×a6!! K×c6 11 a7! Kb7 12 Ke5 Bd7 13 Kf6 B×a4 14 Kg7 b5 15 K×h7 b4 16 K×g6 b3 17 h7 Be8+ 18 Kf6 b2 19 h8=Q b1=Q 20 a8=Q+ K×a8 21 Q×e8+, with an easily won queen ending.

Flohr–Capablanca
Moscow, 1935

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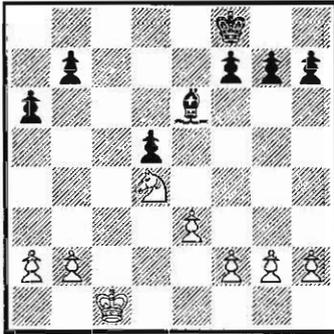
314. For a long time the evaluation of positions of this type provoked controversy. Here Capablanca was the first to carry out the correct plan of defence, and to show that White's advantage was insufficient for a win.

1 ... Ke7 2 Kd2 Kd6 3 Kc3 b6!

The reader should note how Black's pawns are arranged. He deploys them so as to avoid the creation of invasion squares.

4 f4 Bd7 5 Nf3 f6! 6 Kd4 a5! 7 Nd2 Bc8 8 Nb1 Be6 9 Nc3 Kc6 (the black king does not have to worry about the e5 square; it is securely guarded by the pawn at f6) **10 a3 h6.**

As was shown by I. Rabinovich, against passive defence White has here an interesting winning plan:

1) The knight is transferred to h4.

2) The f-pawn is advanced to f5 and supported by g2–g4.

3) The knight is transferred to f4, tying the bishop to f7 and forcing the black king to manoeuvre between c6 and d6.

4) With the king at c6 there follows: 1 Ne6! B×e6 2 f×e6 Kd6 3 e7! K×e7 4 K×d5 Kd7 5 b4, with a won pawn ending.

For this reason Black renounces the f6/g7/h6 pawn formation, and places his g- and h- pawns on white squares.

11 g3 h5! 12 b4!

The transfer of the knight to h4 does not achieve anything, since Black has time to play ... g6 and ... Bf7. But now White threatens 13 b5+ Kd6 14 f5, and if 14 ... Bf7, then 15 Ne2 and 16 Nf4, with a decisive attack on the h5 and d5 pawns.

12 ... a×b4 13 a×b4 Kd6 14 b5! g6 15 f5!

After this pawn sacrifice Black has to play accurately in order to save the game.

15 ... g×f5 (forced, since 15 ... B×f5 is decisively met by 16 N×d5 Bd7 17 N×f6 B×b5 18 Nd5 Kc6 19 Ne7+) **16 Ne2 Bd7.**

16 ... Bg8! 17 Nf4 Bf7 was more exact, and only after 18 h3 does Black attack the b5 pawn by 18 ... Be8. The result would have been the same continuation as in the game, but with a tempo less for White (see below). However, the move played is also good enough to draw.

17 Nf4 Be8! 18 N×d5 N×b5 19 N×b6 Bc6 20 Nc4+ Ke6 21 Nb2 Bb5 (Black manoeuvres with his bishop, so as to prevent the knight from reaching f4) **22 Nd1 Be2 23 Nf2 Bf1! 24 Nd3!**

A last attempt, which is parried by Black.

24 ... B×d3 25 K×d3 Ke5! 26 Ke2 Ke4! 27 h3 (if 27 Kf2, then 27 ... h4! 28 g×h4 f4) **27 ... Kd5! 28 Kf3 Ke5.** Drawn. After 29 h4 Kd5 30 Kf4 Ke6 31 e4 f×e4 32 K×e4 f5+ everything becomes clear.

1.923 Superior king position

The important role played in such endings by the kings will already have become apparent. An active king position was frequently of decisive significance in the realization both of a material, and a positional advantage. Here we will examine a few

examples where the main advantage of the side with the knight is his superior king position.

Chigorin–Charousek
Budapest, 1896

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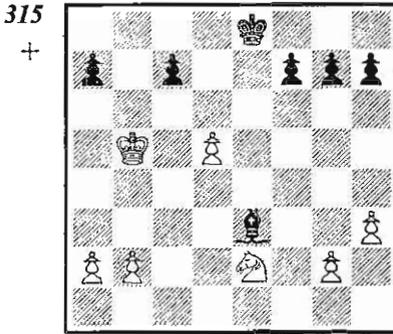
315. 1 Kc6 Kd8 2 b4 h5 3 a4 Bd2.

Black tries to prevent the advance of the white pawns, followed by the creation of a passed pawn.

4 b5 h4 5 Nd4 g5 6 Nf5 Be1 7 Nh6!

The advance of the f-pawn has to be provoked, to obtain e6 for the knight.

7 ... f6 8 Nf5 Bb4 9 Nd4 Kc8 10 Ne6 Bd6 11 a5 Bg3 12 b6 a×b6 13 a×b6 c×b6 14 d6, and White wins.

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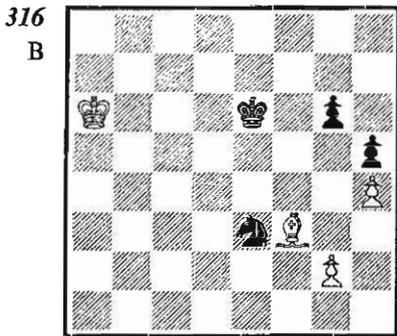
Black cannot win

316. The evaluation of this position may cause bewilderment. The black king is much more actively placed than its opposite num-

ber, and is threatening to break into the opposing pawn formation. Black's positional advantage is undisputed, but due to the small amount of material remaining on the board, White's defensive resources suffice to save the game. Of no small importance is the fact that the black pawns can be attacked by the bishop.

We will consider some possible variations:

a) **1 ... Kf5 2 Bc6!**

The only move. White loses after 2 Kb5 Kf4 3 Kc5 Kg3 4 Be4 Nf5 5 Kd5 N×h4 6 Ke5 N×g2! 7 B×g6 h4 8 Bf5 Ne3 9 Be6 Ng4+ 10 Kd4 h3 11 Kd3 Kf2! etc. (cf. chapter 1.2).

2 ... Ke5 3 Kb6 Nf5 4 Be8! Kf6 (4 ... N×h4 5 g3) **5 Bd7!** (again the only move; after 5 Kc5 N×h4 6 Bc6 Ke5 7 Kc4 Kf4 White loses both his pawns) **5 ... N×h4 6 g4! Kg5** (after 6 ... h×g4 7 B×g4 the help of the king is altogether unnecessary, since the bishop on its own can stop the pawn) **7 g×h5 g×h5 8 Kc5 Nf5 9 Kc4 h4 10 Kd3 h3 11 Ke2 h2 12 Bc6 Nd4+ 13 Kf2 N×c6 14 Kg2,** with a draw.

But did not 1 ... Kf5 lose a tempo? Let us check:

b) **1 ... Ke5 2 Bc6 Nf5 3 Be8 Kf6 4 Bd7! N×h4 5 g4 Kg5 6 g×h5 g×h5 7 Kb5 Nf5 8 Kc4 h4 9 Kd3,** and we reach the same variation.

But on 1 ... Ke5 White could also have played 2 g3 Kf5 (2 ... *Nf5 3 g4*) 3 Be2 Ke4 4 Kb5 Nf5 5 Bd1! N×g3 6 Bc2+ and 7 B×g6, with a draw.

In conclusion, we will look at some cases where the king becomes a target for attack.

First an example where the bishop is able to parry the mating threats.

317. This is an example on the theme of corresponding squares.

For Black to win his knight must reach one of eleven(!) squares: h2, g1, e1, d2, e3, d4, e5, d6, e7, g7 or g5.

Let us see whether the bishop can prevent this. If the knight is at c2, threatening to move to e1, e3 or d4, the place for the bishop is f2.

Bondarenko, 1946

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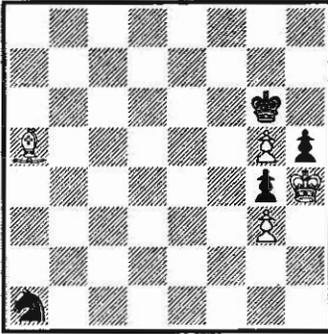
If the knight is at c4, the bishop must be at f4. If the knight moves to a3, the bishop must go to e3. If the knight reaches c6, then the place for the bishop is at f6. In this way we can obtain a table of corresponding squares.

Knight	Bishop
c2	f2
d3, b3	c3
e4, c4, f7	f4
c6, e6	f6
d5, b5	c5
e8, a5, c5, d8	e5
a7	e7, d4
c7	d4
c3	d6, e3

Now we have to establish where the bishop should be when the knight is at a1. From a1 the knight can go to b3 or c2—this means that the bishop must be able to reach c3, or f2. This can be done from either d4 or e1. But the bishop cannot go to d4. It follows that the correct move is 1 Be1.

The solution can be written out directly from the table:

1 Be1 Nc2 2 Bf2 Na3 3 Be3 Nc4 4 Bf4 Na5 5 Be5 Nc6 6 Bf6 Na7 7 Be7(d4) Nb5 8 Bc5
Nc7 **9 Bd4 Nd5 10 Bc5 Nc3 11 Bd6(e3) Ne4 12 Bf4 Nc5 13 Be5 Nb3 14 Bc3,** with a draw.

The bishop was able to prevent the knight from reaching any of the 11 squares!

In the following example the bishop is unable to parry the knight's threats.

Adamson, 1923

318
+
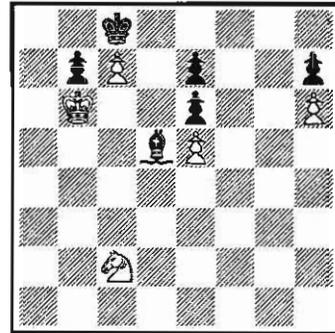
318. Black has to defend the e6 and h7 pawns against the knight, as well as the squares b5 and g6. This task proves to be beyond the bishop's powers.

We will compile a table of corresponding squares.

Knight	Bishop
c5	d5
d4	c4
f4, g5	f5
d3	e4
c3, e2	d3
e4	no corresponding square

Thus to win the knight must reach e4. Now the solution becomes clear:

1 Na3 Bc6 2 Nb1 Be4! 3 Nc3 Bd3! 4 Na4 Be4 5 Nc5 Bd5! 6 Nd3 Be4! 7 Nf4 Bf5! 8 Ne2 Bd3! 9 Nc3! Bf1 10 Ne4 etc.

Kubbel, 1925

319
+

Bagirov–Ressel
Helsinki, 1961

320
W
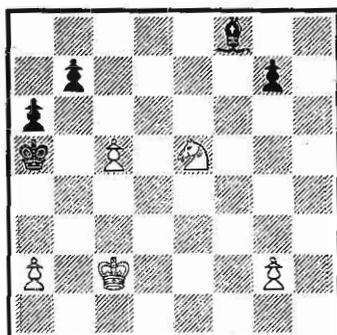
319. At first sight it is not apparent why the black king is badly placed. But after **1 c6!! b×c6 2 Kb3,** in view of the threat of 3 a4 and 4 Nc4 mate, Black loses his bishop.

320. 1 Nf4+ K×h2 2 K×f3 h4 led by force to a position in which Black's king was in the way of his passed pawn, which White tried to exploit.

3 Ng6 h3?
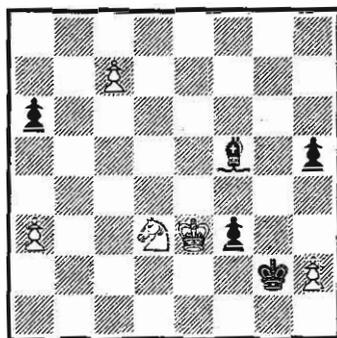
After this natural reply White's idea is justified.

4 Kf2! Kh1 5 Ne7 Bd7 6 c8=Q B×c8 7 N×c8 Kh2 (7 ... *h2 8 Nd6 a5 9 Nf5* and *10 Ng3* mate) **8 Nd6 a5 9 Nf5 a4 10 Ne3 Kh1 11 Nf1 Resigns.**

The correct move was **3 ... Kh3!,** e.g. **4 Ne7 Bg4+! 5 Kf2 Bd7 6 c8=Q B×c8 7 N×c8 Kg4,** with a draw.

PART II

Rook Against Minor Piece Endings

2. Rook Against Bishop Endings

2.1 ROOK AGAINST BISHOP (WITHOUT PAWNS)

It is impossible to win against correct defence, even if the defender's king is driven back to the edge of the board. When retreating under the pressure of the opposing pieces, all he must do is to reach the corner of the opposite colour to the bishop. We will call this the safe corner.

Here is a typical final position with the king in the safe corner.
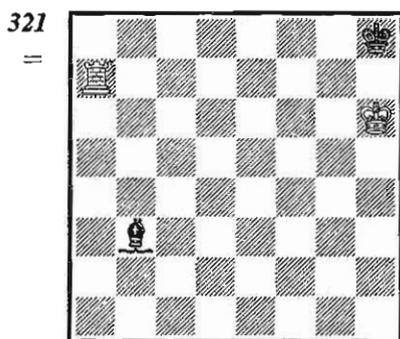
321. Black maintains the balance by keeping his bishop on the a2–g8 diagonal. On **1 Ra8+** there follows **1 ... Bg8**, after which both 2 Kg6, and waiting moves with the rook along the 8th rank, lead to stalemate.

If the defender's king is in a corner of the same colour as his bishop, a win is normally possible. We will correspondingly call this the dangerous corner.

Let us see how events develop in this case.

322. This position demonstrates the winning method when the opponent's king is in the dangerous corner.

White is threatening to mate by 2 Rd7 Bb6 3 Rb7 Bc5 4 Rb8+ Bf8 5 R∞ (any move along the 8th rank) 4 ... Kh8 5 R×f8 mate.

Horwitz & Kling, 1851
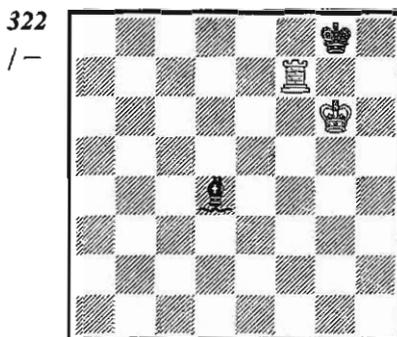
No help against this is 1 ... Bc5 2 Rc7 Bf8 3 Rc8, and mate next move.

Black has only one possibility: **1 ... Bg1!** In defending against the attack by the rook, Black moves his bishop under the cover of the opposing king. Now White's problem is how to drive the bishop out of its shelter. This is achieved as follows:

2 Rf1 Bh2! 3 Rf2 Bg3 4 Rg2! Be5.

The bishop is forced to abandon its shelter. If 4 ·... Bh4, then 5 Kh5+, while on 4 ... Bd6 White wins by 5 Rd2 Be7 6 Rc2 followed by 7 Rc8.

5 Re2 Bd6 6 Re8+ Bf8 7 Rd8, and mate next move.

Here is another important position, where the result depends upon whose turn it is to move.

323. With the kings in opposition, mating threats are in the air, and White to move is able to win. For the moment the bishop is hiding behind the opposing king, but by a familiar rook manoeuvre (322) it can be driven out:

1 Rg3 Be4.

133

Horwitz & Kling, 1851

323
+/=
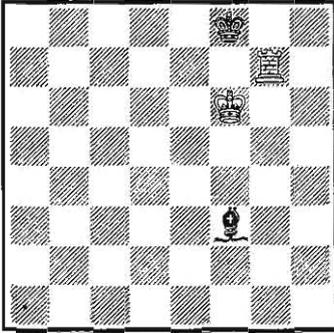
The bishop is lost after 1 ... Bh5 2 Rh3 Bf7 3 Rh8+ Bg8 4 Kg6, or 1 ... Bc6 2 Rc3 Bd7 3 Rb3! Kg8 4 Rb8+ and 5 Rb7.
2 Re3 Bg2 3 Re2! Bf3 4 Rf2, and White wins.

But if it is Black to move, he saves the game by running with his king—**1 ... Ke8!,** e.g. **2 Ke6 Kd8 3 Kd6 Kc8,** and since c6 is inaccessible to his king, White is unable to create any mating threats.

Nos. 321–323 are *basic* positions. A knowledge of them is very important for orientation in more complicated positions.

Berger, 1889

324
+/=
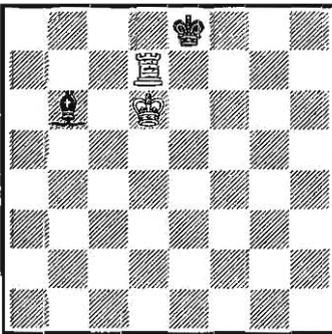
324. White to play wins by transposing into position 322 or 323 with him to move:
1 Ke6! Kf8 (1 ... Be3 leads to position 323) **2 Rf7+ Kg8** (if 2 ... Ke8, then 3 Rb7) **3 Kf6! Bd4+ 4 Kg6,** and we reach position 322.

Black to play runs away with his king: **1 ... Kf8! 2 Ke6 Kg8! 3 Kf6** (if 3 Rf7 Bd4!, and White is unable to create any mating threats, since he cannot take the opposition) **3 ... Kf8!**

Clearly the only move! Black himself places his king in opposition, but White is unable to exploit this, as the reader himself can easily check.

Let us return to position 322, and on 1 ... Bg1, instead of 2 Rf1, let us play 2 Rd7? In this case Black draws by evacuating his king from the danger zone.

325
/=
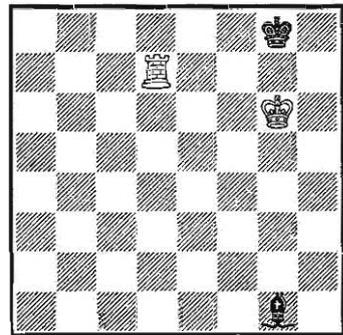
325. 1 ... Kf8! 2 Kf6.

How is Black to continue now? If 2 ... Ke8, then 3 Ke6 Kf8 4 Rf7+ Kg8 5 Kf6!, when White has again driven the king into the dangerous corner and taken the opposition.

The only way to draw is by **2 ... Bb6!,** when we have the final position of the previous example.

V. Platov, 1925

326
+

134
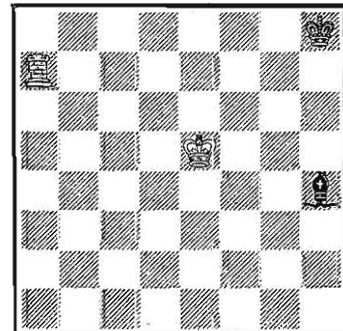
326. If White is to win, he must not allow the black king out of the dangerous corner.

1 Kf5! Kg8 (otherwise 2 Kg6) **2 Ra4!!**

An exceptionally interesting situation. The bishop is badly placed, and White exploits this factor.

2 ... Be1.

2 ... Bd8 and 2 ... Bg3 lose the bishop immediately, as does 2 ... Bf2 after 3 Kg6. After 2 ... Be7, 3 Kg6 is again decisive, since against 4 Ra8+ there is no satisfactory defence.

3 Kg6 Kf8 4 Rf4+! and White wins, since 4 ... Kg8 or 4 ... Ke8 fails to 5 Re4.

White also reaches position 322 in the following studies.

V. Platov, 1925

327
+
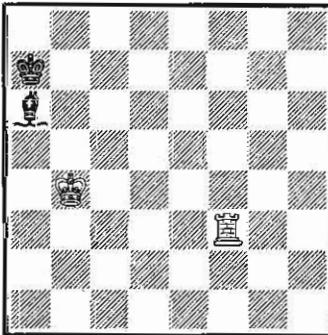
327. 1 Ka5! Be2.

If 1 ... Bb7, then 2 Rf7 Kb8 3 Kb6, or 1 ... Bc4 2 Rc3 Bd5 3 Rc7+ and 4 Kb6.

2 Rf7+ Kb8 3 Kb6 Kc8 4 Kc6! Kd8 5 Kd6! Kc8 (the king has to go back, since 5 ... Ke8 is met by 6 Re7+) **6 Rc7+ Kb8 7 Kc6,** and the aim is achieved.

328. As yet there is no mating net, and at first sight it is not apparent how one can be created. But Black's bishop is badly placed, and this factor proves fatal.

1 Kf5 Kg7.

The threat was 2 Rh4+. After 1 ... Bb8 2 Re8! Bg3! (*2 ... Bc7 or 2 ... Ba7—3 Re6+*

Sackmann, 1898

328
+
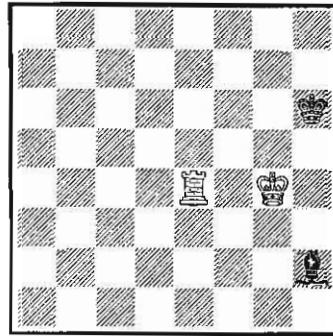
and White wins) 3 Rg8 Bf2 4 Rg6+ Kh7 (*4 ... Kh5* leads to position 323) 5 Kf6 we obtain position 322. Position 322 or 323 is also reached after 1 ... Bg3 2 Rg4 Be1 3 Rg6+.

2 Rd4!

A difficult move to find. In spite of his apparent freedom, Black cannot now move his bishop: if 2 ... Bb8, then 3 Rd7+ Kh6 4 Rd8 Bc7 (*4 ... Ba7 5 Rd6+*) 5 Rc8! Ba5 6 Kf6 Kh7 7 Kf7 Kh6 8 Rc6+, and after 8 ... Kh7 we reach position 322. He also loses after 2 ... Kf7 (*2 ... Kg8 3 Kf6 Bc7 4 Rd7 and 5 Rf7*) 3 Rd7+ Ke8 4 Ke6 Kf8 5 Rf7+.

Therefore he has only one reply—**2 ... Kf8 3 Ke6 Bg3 4 Rc4!**

Black is in *zugzwang*:

a) **4 ... Be1 5 Kf6 Kg8 6 Kg6 Kf8 7 Rf4+,** and his king is in the dangerous corner.

b) **4 ... Bh2 5 Rh4 Bg3** (5 ... Bc7 6 Rh7 and 7 Rf7+) **6 Rh3 Be1 7 Kf6 Kg8 8 Kg6 Kf8 9 Rf3+,** and White achieves his aim.

329. If the bishop were on the a1–h8 diagonal, White would be unable to win. The unfortunate position of the bishop allows position 322 to be set up:

1 Kc3! Bf2.

If 1 ... Bh2, then 2 Ra6+ Kb1 3 Kb3 Kc1 4 Ra1+ and 5 Ra2+, winning the bishop, while on 1 ... Be3 there follows 2 Kc2 Ka3 3 Rc3+ with the same result.

V. Platov, 1906

329
+

(diagram)
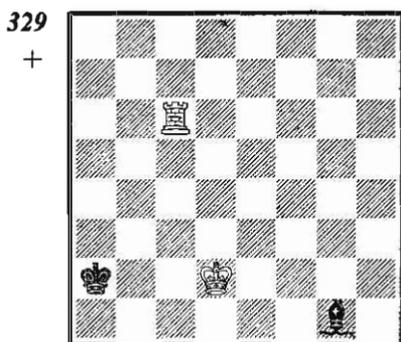
2 Re6 Kb1 (as we already know from example 326, 2 ... Bh4 is met by 3 Kc2 Ka3 4 Re3+, and 2 ... Bc5 by 3 Ra6+ Kb1 4 Kb3 Kc1 5 Rc6) **3 Re2 Bh4 4 Rc2**, and the problem is solved.

Enevoldsen, 1949

330
+

(diagram)
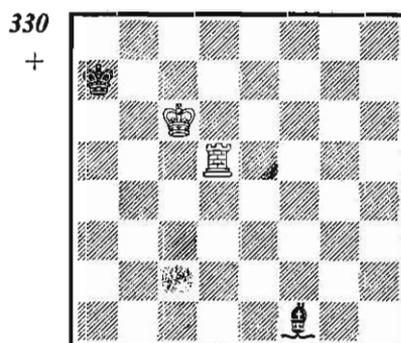
330. After **1 Rd2** White again succeeds in setting up position 322: **1 ... Bc4 2 Rb2! B∞** (2 ... Ka6 3 Rb4) **3 Rb6.**

In all these examples Black's undoing was the position of his bishop, preventing his king from escaping from the dangerous corner.

A badly placed bishop can be the cause of defeat, even when the king is in the safe corner

331. If Black's bishop were on the b1–h7 or a2–g8 diagonal, he would be able to hold the position, but here the bishop is less well placed...

1 Re8+ Kg7 2 Re7+ Kf8 3 Kf6 Kg8 4 Kg6 Kf8 5 Re5!

Molien, 1897

331
+

(diagram)
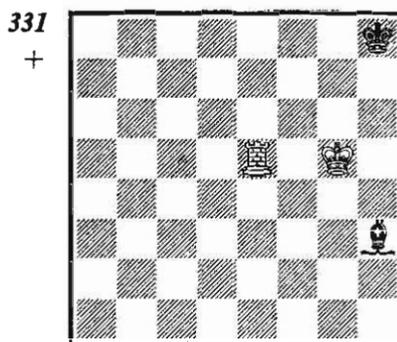
A curious *zugzwang* position has been reached, where Black does not have a single useful move. For example: 5 ... Bg2 6 Kf6 Bf3 (6 ... *Kg8 7 Rg5+*) 7 Re3, and White wins as in example 323. The most tenacious is **5 ... Bd7,** when there follows **6 Kf6 Kg8 7 Rg5+! Kf8** (7 ... Kh8 8 Kf7) **8 Ra5! Bc6! 9 Ra6 Bg2! 10 Ra2 Be4 11 Re2 Bf3 12 Rf2!,** and again White wins as in position 323.

Maestro, 1939

332
+

(diagram)
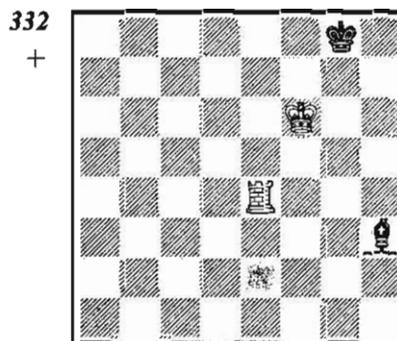
332. Here **1 Rd4!** leads to *zugzwang*, since on **1 ... Bf1,** the only reasonable move, there follows **2 Kg6 Kf8 3 Rf4+** and **4 R×f1.**

In conclusion, it is useful to make the acquaintance of one more position, where there is no mating net, but it is nevertheless possible to win.

Seletsky, 1931
(*conclusion of a study*)

333
+
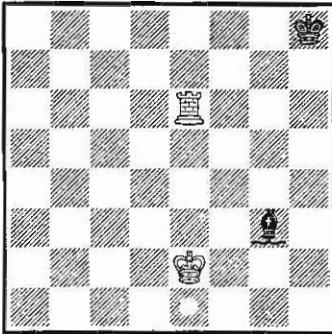
333. By **1 Kf3!** White unexpectedly wins the bishop, since it has no good move.

2.2 ROOK AGAINST BISHOP AND PAWN

The normal result in such endings is a draw, a win being possible only in exceptional cases.

Positions where it is possible to win with the bishop are even more rare.

A rook wins against a bishop if it proves possible to create a mating net around the enemy king or to win the bishop. This is also fully applicable to endings where there is an extra pawn.

Here are some typical examples.

Sackmann, 1912

334
+
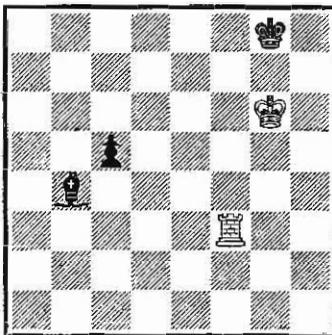
334. The black king is in the dangerous corner. To win, White must switch his rook to the 8th rank with gain of tempo.

With Black to move this is easily achieved: he dare not touch his bishop, since 1 ... Ba5 is met by 2 Ra3 and 3 Ra8, and 1 ... Bd2 or 1 ... Be1 by 2 Rd3 or 2 Re3 respectively. Therefore Black has to play **1 ... c4,** when there follows not 2 Rf4? Ba3! 3 R×c4 Kf8! with a draw, but **2 Rf5! Bc3** (3 Rb5 was threatened) **3 Rf7! Bb4.** The bishop is forced to come out of hiding, and White carries out the decisive rook manoeuvre: **4 Rb7 Bd6 5 Rd7 Bf8 6 Rd8 c3 7 Rc8 c2 8 R×c2.**

If it is White to move, his task is to give the opponent the move. This is done by **1 Rf5! Ba3 2 Rf1 Bb4 3 Rf3!,** when Black can resign.

Sackmann

335
+
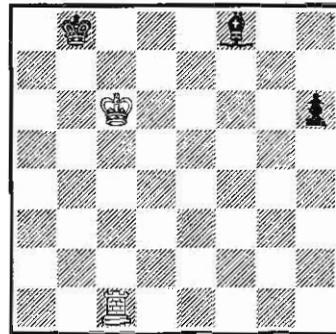
335. In this example Black's king is in the safe corner, but his downfall is caused by the unfortunate position of his bishop. It is important to note that, if Black did not have his pawn, he would draw by moving his bishop to h6. But as ill-luck would have it, h6 is occupied by the pawn. This is a further illustration of the fact that a pawn can sometimes play a negative role, by restricting the mobility of its own pieces.

After **1 Re1 Ka7** (1 ... Ba3 2 Rb1+ Kc8 3 Ra1) **2 Rf1!** White wins, since 2 ... Bb4 is met by 3 Ra1+ and 4 Rb1.

Something similar occurs in the following study.

Birnov, 1946

336
+

4 Re8+ Kf2 5 Rf8+ Kg2 6 Rg8+ Kh2, and the checks come to an end.

The same theme, but in a more complex form, is expressed in the following studies.

Ehrlich, 1928

338
+
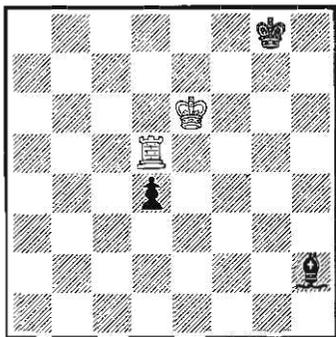
336. If Black did not have his pawn, White would win easily by 1 Kf6 Bc7 2 Rd7 and 3 Rf7, reaching position 322. Here this idea does not work, but thanks to the pawn White is able to carry out a different plan and catch the bishop.

1 Rg5+ Kf8 2 Rh5 Bc7 (2 ... Bg3 or 2 ... Bg1 is bad because of 3 Rf5+ and 4 Rg5) **3 Kd7! Bb6 4 Rb5 Ba7 5 Ra5· Bb6 6 Ra8+ Kf7 7 Kc6,** and the bishop is caught.

Bishop and pawn can win against a rook (ignoring, of course, cases where the rook is immediately lost) if the pawn can be queened. For this to happen the pawn must be close to the queening square; the other condition is normally that the opposing pieces should be badly placed.

338. On the obvious **1 c7** there follows **1 ... Ra5+,** and now **2 Kc4!**

The only move to win, as an examination of the alternatives shows:

a) 2 Kd6(d4) R×d5+! 3 K×d5 Kb7 4 Kd6 Kc8, with a draw.

b) 2 Kc6 R×d5 3 c8=Q Rc5+! 4 K×c5—stalemate!

c) 2 Kb4 Rb5+! 3 Kc4 Rb8 4 Be6 Kb7.

2 ... Ra1 3 Bc6! Rc1+ 4 Kd5 Rd1+ 5 Ke6! (if 5 Ke4 Re1+ 6 Kf3, then 6 ... Re8 7 B×e8 Kb7 with a draw) **5 ... Re1+ 6 Kf7 Rf1+ 7 Kg7 Rg1+ 8 Kh7!** The final finesse. On 8 Kh8 there follows 8 ... Rb1! 9 c8=Q Rb8 with a draw, whereas now Black can resign.

Deutsche Schachzeitung, 1887

337
/ +

Prokes, 1948

339
+

337. After **1 ... c2** White is powerless to stop the pawn: **2 Rc8 Bc3 3 Rd8+ Ke2**
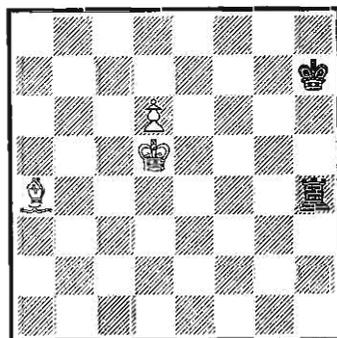
339. 1 d7 Rh2 2 Kc4 Rd2 3 Bc2+! R×c2+ (if Black does not accept the sacrifice, 4 Bd3 blocks the file) **4 Kd3 Rc1 5 Kd2,** and the pawn promotes.

Troitsky, 1929
(*conclusion of a study*)
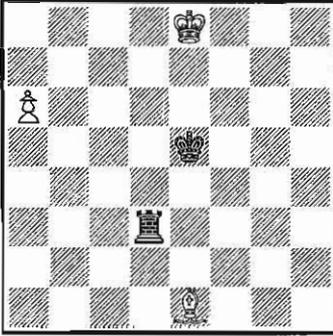
340. Black is threatening by 1 ... Ra3 to win the pawn, so White plays **1 Bb4!**, controlling a3. Now it transpires that, due to the unfortunate position of Black's king, his rook has no way of stopping the pawn. Thus **1 ... Rd1 2 a7 Ra1** is met by **3 Bc3+**, and no better is **1 ... Re3 2 a7 Kf6+ 3 Kf8!** (3 Kd8? Kf7, with a draw) **3 ... Rh3 4 Bc3+**, and White wins.

The following example is rather more complicated.

Weenink, 1917
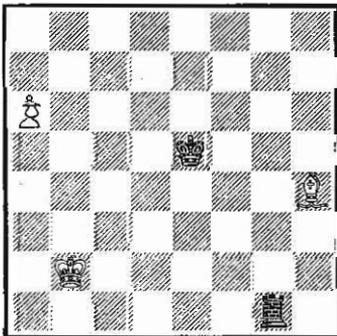
341. After **1 a7** Rg8 White has the immediately decisive 2 Bg3+ K∞ 3 Bb8 Rg2+ 4 Kb3, so Black plays **1 ... Rg2+!**, trying to lure the white king onto the 3rd rank, so as to take the bishop on g3 with check.

But White ruins this plan by **2 Kb1(a1) Rg1+ 2 Be1!!**, when he wins after both 3 ... R×e1+ 4 Kb2 Re2+ 5 Kb3 Re3+ 6 Kb4 Re4+ 7 Kb5, and 3 ... Rg8 4 Bg3+ K∞ 5 Bb8 Rg1+ 6 Kb2 Rg2+ 7 Kb3.

The unfortunate position of his king on a white square is also the downfall of Black in the final example.

Kivi, 1945
(*conclusion of a study*)
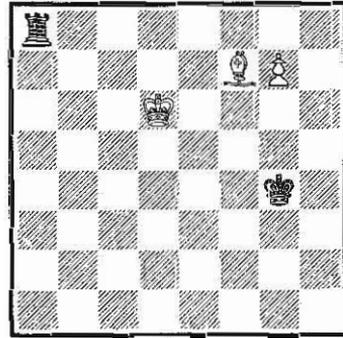
342. White succeeds in blocking the 8th rank and in queening his pawn: **1 Bd5! Re8! 2 Kd7 Rb8 3 Kc7 Re8 4 Bf7 Ra8 5 Be6+ Kg5 6 Bc8 Ra7+ 7 Bb7.**

2.3 ROOK AND PAWN AGAINST BISHOP

A rook and pawn are much stronger than a bishop, and so it is not surprising that in the overwhelming majority of cases the result is a win.

However, there are numerous positions where the win is possible only after significant difficulties have been overcome.

A number of exceptional positions are also known, where the defender is able to draw.

The plan for realizing the advantage in this ending does not require any particular explanation: the enemy pieces have to be driven back, and the pawn queened.

2.31 Pawn on one of the central files

Typical here is an ancient example, which has been known for more than two centuries.

Philidor, 1777

343
+
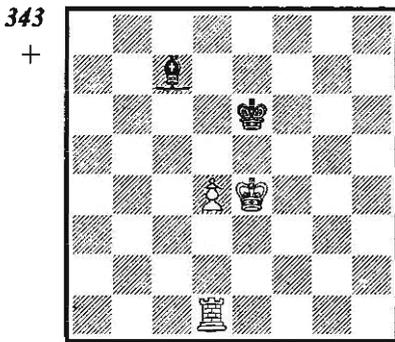
343. White has an elementary win: **1 Ra1 Bg3 2 Ra6+ Bd6 3 Rb6! Kd7 4 Kd5 Bg3 5 Rb7+ Bc7 6 Ra7! Kd8 7 Kc6 Bg3 8 d5** and **9 d6,** with decisive gain of material.

The reader should note that White was not in a hurry to advance his pawn, but first used his rook to push back the opponent's king and activated his own king to the maximum extent. Only after ensuring a clear road for his pawn did he begin advancing it.

But what would have happened if White had advanced his pawn immediately? Suppose that he had played 1 d5+ Kd7.

344. In the resulting position White has considerable difficulty in realizing his advantage, since it is not easy for him to activate his king and to advance his pawn. Philidor in fact thought that the position was drawn, and it was only nearly a century later that the German analyst Guretzky–Cornitz demonstrated the possibility of a win.

Guretzky–Cornitz, 1860

344
+
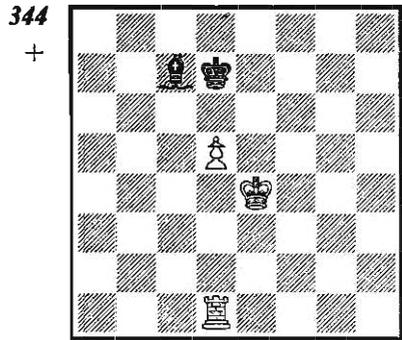
In order to win, White must penetrate with his king to e5 or c5. This is achieved by subtle manoeuvring with rook and king.

1 Rg1!

In the first instance White activates his rook. This move, suggested in more recent times by Chéron, wins more quickly than 1 Ra1, the move considered by Guretzky–Cornitz.

Now Black's choice is very restricted, the following continuations being unsatisfactory:

a) 1 ... Bh2 2 Rg7+ Kd6 3 Rg2 Be5 4 Rg6+.

b) 1 ... Bb6 2 Rg7+ Kd6 3 Rg6+ Kc7 4 R×b6.

c) 1 ... Bd6 2 Rg7+ Be7 3 Ke5.

d) 1 ... Bd8 2 Rg7+ Kd6 3 Rg6+ Kd7 4 Ke5.

This only leaves two possibilities: he can keep the bishop back (1 ... Bb8), or he can advance it into White's part of the board (1 ... Ba5). We will examine them in turn:

I) 1 ... Bb8 (1 ... Kd6 2 Rg6+ Kd7 3 Kd4 etc. comes to the same thing) 2 Rg8.

2 Rg7+ Kd6 3 Kd4 appears to be immediately decisive, but after 3 ... Ba7+! the struggle flares up with renewed strength.

2 ... Bc7 3 Rg7+ Kd6 4 Rg6+ Kd7 5 Kd4 Bf4.

There is nothing better. The bishop is forced to advance, since 5 ... Bb8 6 Rg7+ Kd6 7 Kc4 Bc7 quickly loses to 8 Rg6+ Kd7 9 Kc5 etc.

6 Rg4! Bd2.

If 6 ... Bc1, then 7 Rg7+ Kd6 8 Rg2!, and Black can no longer coordinate his pieces:

8 ... Bf4 (*8 ... Kd7 9 Ke5*) 9 Ke4 Bc1 10 Ra2! Bg5 11 Ra6+ Kd7 12 Ke5 etc.

8 ... Ba3 9 Rg6+ Kd7 10 Rb6 (threatening *11 Ke5*) 10 ... Bf8 11 Rb7+ Kd6 12 Ke4 Be7 13 Rb6+ Kc7 14 Ra6, winning.

7 Rg2!

White avoids a trap which is highly typical of this ending. After 7 Rg7+ Kd6 8 Rg6+ Kd7 is appears that he can advance his pawn — 9 d6, but then comes 9 ... Kc6! 10 Ke5 Bb4!, when a unique drawn position is reached:
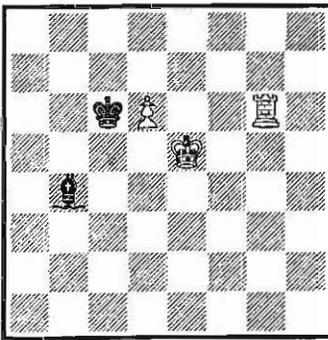
345. White is unable to undertake anything: his pieces are tightly bound to the pawn.

Incidentally, the bishop may also be at b8.
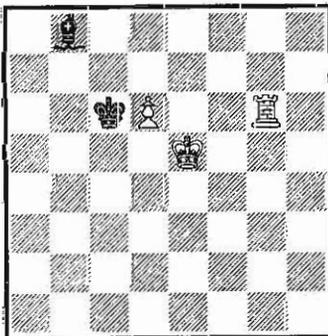
346. If it is Black to play, he has only one move — **1 ... Kc5.** Only with the bishop at f8 does the result in this position depend on the turn to move, Black in fact being able to draw only if it is White to move. The reader can check this for himself.

Here we have made the acquaintance of some important drawn positions in this ending. We will now return to the analysis of our example.

7 ... Bf4.

Bad is 7 ... Ba5 8 Kc5, or 7 ... Bc1 8 Ke5. No better is 7 ... Bh6 8 Ke5 Bf8 9 Rg6, when Black is in *zugzwang*, while if 7 ... Bb4, then 8 Rb2! Bf8 8 Rb7+ Kd6 10 Ke4! Be7 11 Rb6+ Kc7 12 Ra6, and White wins.

8 Rf2! Bb8.

Comparatively best. 8 ... Bc7 is met by 9 Rf7+ Kd6 10 Rf6+ Ke7 11 Rg6 Bd6 12 Rg7+ etc., while 8 ... Bg3 9 Rf7+ Kd6 10 Rf6+ Ke7 11 Rg6 Bd6 12 Rg7+ comes to the same thing.

9 Rf7+ Kd6 10 Kc4 Bc7 11 Rf6+ Ke7 (11 ... Kd7 12 Kc5) **12 Rg6 Bd6 13 Kb5 Kd7 14 Rg7+ Be7 15 R×e7+,** and White wins.

II) 1 ... Ba5 2 Rg7+ Kd6 3 Rg6+ Kd7 4 Kd4 Be1!

4 ... Bd2 5 Rg2 Bf4 6 Rf2 or 5 ... Bb4 6 Rb2 transposes into variations already examined, while matters are simpler after 4 ... Bb4 5 Rg1, and so on as in the text.

5 Rg7+ Kd6 6 Rg2! Bb4 (6 ... Kd7 7 Kc5) **7 Rg6+ Kd7 8 Rg1 Kd6.**

If 8 ... Bf8, then 9 Rg3! Bb4 10 Rb3! Bf8 (*10 ... Bd2* or *10 ... Be1 — 11 Ke5*) 11 Rb7+ Kd6 12 Ke4, and White wins as already examined.

9 Rc1 Bd2.

9 ... Ba5 is met by 10 Rc6+ Kd7 11 Kc5 Bd2 12 d6 Ke6 13 Rc7, while if 9 ... Kd7, then, as already considered, 10 Rb1 Bd2 11 Rb2 Bf4 12 Rf2 etc.

10 Rc6+ Kd7 11 Rc2 Be1.

If 11 ... Bf4, then 12 Rf2, while on 11 ... Bh6 there follows 12 Rg2. Finally, 11 ... Bg5 12 Ke5 Be7 13 Rg2 Bd6+ 14 Kd4 transposes into the text continuation.

12 Kc5 Bg3 13 Rg2 Bd6+ (13 ... Be5 14 Rg6 and 15 d6) **14 Kd4 Bf8 15 Rg3! Bb4 16**

Rb3 Be1 17 Ke5, and White has at last achieved his goal.

Thus we have seen that in this ending one should first push back the enemy king, then occupy the most favourable position with one's own king, and only then advance the pawn.

Positions such as example 344, characterized by the fact that, due to bishop checks, the stronger side's king cannot immediately stand alongside the pawn (in example 344 — at e5 or c5), deserve a detailed examination.

In order to win, the stronger side's king must occupy a square alongside the pawn. It is obvious that the possibilities of the two sides will depend on the file and rank on which the pawn is situated.

We have considered the example with the pawn at d5. We will now make a study of other positions with a central pawn.

If the pawn is not far advanced (has not crossed the demarcation line), the stronger side acquires the possibility of attacking with the rook from the rear, which makes it easier to win.

This is convincingly demonstrated by examples 347, 349 and 350.

347
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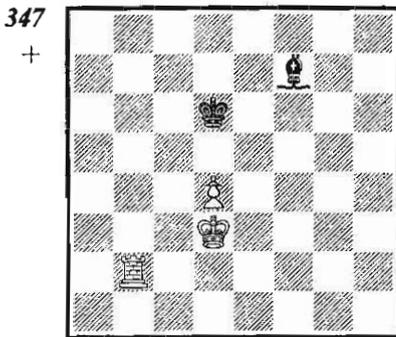
347. White's task is to establish his king at e4 or c4.

1 Rb6+ Kd5 2 Rf6 Bg8.

If 2 ... Be6, then 3 Rf8 Kd6 4 Rd8+ Ke7 5 Ra8 Kd6 6 Ra6+ Kd5 7 Ra5+ Kd6 8 Ke4, while on 2 ... Be8 there follows 3 Rf5+ Kd6 4 Kc4.

3 Rf8 Bh7+ 4 Kc3 (threatening 5 Rd8+ and 6 Kc4) **4 ... Bb1 5 Ra8! Bh7 6 Rd8+!** (of course, not 6 Ra5+ Kd6 7 Kc4 Bg8+ 8 d5? Ke5! with a draw) **6 ... Kc6 7 Kc4 Be4 8 d5+** (now this is possible) **8 ... Kc7 9 Re8** etc.

But perhaps the bishop was badly placed at f7? Let us consider the position with the bishop at c6.

348
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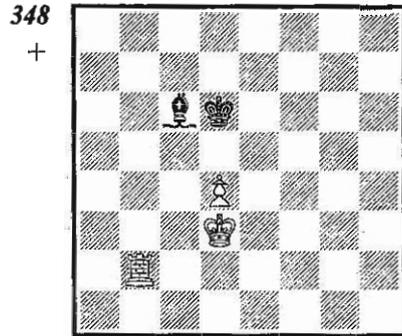
348. Here too White succeeds in 'out-manoeuvring' Black.

1 Rb8! Bg2 2 Rg8 Bf3 3 Rf8 Bb7.

If 3 ... Bg2, then 4 Rf6+ Kd5 5 Rf5+ Ke6 (*otherwise 6 Kc4*) 6 Rg5 Bd5 7 Rg6+, winning.

4 Rf6+ Kd5 5 Rb6 Bc6 6 Rb8! Kd6 7 Rd8+ Ke7 8 Rh8 Kd6 9 Rh6+ Kd5 10 Rh5+ Kd6 11 Kc4, and White wins.

Guretzky–Cornitz, 1860

349
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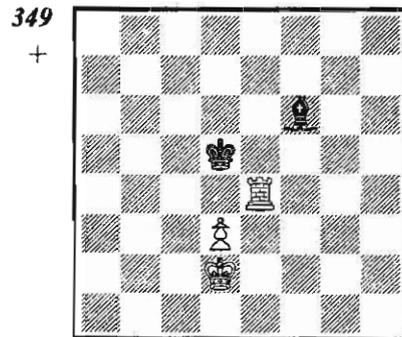
349. To win White must establish his king at c3 or e3.

1 Rb4 Bg5+ 2 Kc2 Be7.

This would seem to be the most tenacious. If 2 ... Bf6, then 3 Rb5+ Kd4 4 Rb7 Kd5 5 Rf7 Be5 (5 ... Ke6 6 R×f6+ and 7 Kc3, or 5 ... Bh8 6 Rd7+ Ke6 7 Rh7 Be5 8 Kb3 Kd5 9 Rh5 Kd4 10 R×e5 and 11 Kc4) 6 Kd2 Bb2 (6 ... Bd6 7 Rd7 Ke6 8 Rd8 Bc7 9 Rc8 Ba5+ 10 Ke3 Kd5 11 Rb8 and 12 Rb5+) 7 Rd7+ (also possible is 7 Rf5+ Kd4 8 Kc2 Ba3 9 Rf4+ Ke5 10 Ra4 Bc5 11 Kc3 Kd5 12 Ra5) 7 ... Kc6 8 Rd8 Bf6 9 Rf8 Bd4 10 Rf5, and White wins.

3 Rb5+ Kd4 4 Rb7 Bf6 5 Rd7+ Ke5 6 Kd2 Ke6 7 Rb7 Kd5 8 Rf7 Be5 9 Rd7+ Ke6 10 Ra7 Kd5 11 Ra5+ Kd4 12 Ra4+ Kd5 13 Ke3 etc.

Guretzky-Cornitz, 1863
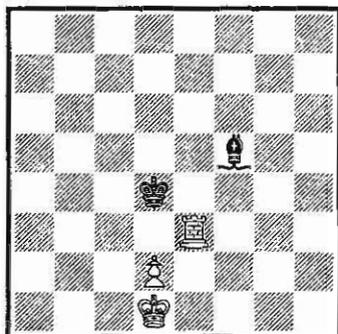
350. 1 Rb3 Bg4+ 2 Kc1 Be6 3 Rb8 Bf5 4 Rd8+ Kc4 5 Kd1 Bg4+ (5 ... Bd3 is met by 6 Ke1, when the king reaches e3) **6 Kc2 Bf5+ 7 d3+ Kc5 8 Kc3**, and White wins as in position 343.

To conclude our analysis of positions with a central pawn, we will examine one further example, where the pawn has reached the 6th rank. Here the attack from the rear is not possible, but the proximity of the pawn to the queening square proves to be a decisive factor. However, the win is by no means easy.

351. 1 Rg1! Bc2!

It transpires that the bishop can move only along the a4-d1 diagonal. After 1 ... Bf3 or 1 ... Bh5 White has the immediately decisive

from Guretzky-Cornitz, 1860
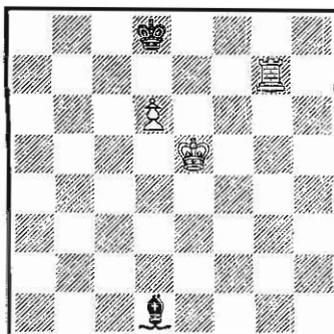
2 Ke6, while on 1 ... Be2 there follows 2 Rg8+ Kd7 3 Rg7+ Kd8 4 d7 Kc7 5 d8 = Q+ !! (White sacrifices his pawn, but obtains a won position with rook against bishop) 5 ... K×d8 6 Kd6 Kc8 (the position of the bishop at e2 out 6 ... Ke8) 7 Rc7+ Kb8 (or 7 ... Kd8 8 Rc2 Bd3 9 Rd2, as in example 323) 8 Kc6! Bf3+ 9 Kb6, and the black king is in the dangerous corner (cf. position 322). This device — the sacrifice of the pawn with the aim of creating a mating net — is typical with the pawn on the 6th rank.

But let us return to the main line: **2 Rg2! Bb3!**

2 ... Bb1 or 2 ... Bh7 is met by 3 Ke6, and 2 ... Bd1 by 3 Rd2 Ba4 4 d7! B×d7 5 Kd6 Kc8 6 Rc2+ Kd8 7 Rh2. White has a similar win after 2 ... Bd3.

3 Rg3!

Now the following continuations are possible:

a) 3 ... Ba4 4 Kd5 Bb5 (if 4 ... Kd7, then 5 Rg7+ Kd8 6 Rg4! Bd1 7 Rd4!, when 7 ... Be2, 7 ... Bf3+ or 7 ... Bh5 is met by 8 Ke6, and 7 ... Bc2 or 7 ... Bb3+ by 8 Kc6) **5 Kc5 Ba4 6 Rg4! Bd1 7 Rd4 and 8 d7**.

b) 3 ... Bc4 4 Rg4! Ba6 (4 ... Ba2 5 Rb4! Kc8 6 Ra4 Bb3 7 Ra3, and White wins, or 4 ... Bb3 5 Rb4! Ba2 6 Rb8+ Kd7 7 Rb7+ Kd8 8 d7! Ke7 9 Rb2 Bf7 10 Rd2) **5 Rg8+ Kd7 6 Rg7+ Kd8 7 Kd5 Bb5** (no better is 7 ... Bd3 8 Rg3! Bf5 9 Ke5 Bb1 10 Ra3 Kd7

11 Ra7+ and 12 Ke6, or 8 ... Bb5 9 Kc5 Ba4 10 Rg4 Bd1 11 Rd4) **8 Kc5 Bd3 9 d7! Kc7 10 Re7 Bf5 11 d8=Q+! K×d8 12 Kd6 Kc8 13 Rc7+ Kb8 14 Kc6,** and White wins.

c) 3 ... **Ba2 4 Ra3 Bc4 5 Ra4 Bb5 6 Rg4! Kd7** (if 6 ... Ba6, then 7 Rg8+ Kd7 8 Rg7+ and 9 Kd5, as in variation 'b', while 6 ... Bf1 7 Kd5 Bb5 comes to the same thing) **7 Rg7+ Kd8 8 Kd5,** and White wins as in the previous variations, since he meets 8 ... Ba4 by 9 Rg4!, and 8 ... Bd3 by 9 Rg3!

Thus in positions with a pawn on the 6th rank White wins by giving up his pawn, transposing into a won ending with rook against bishop.

We have established that, with a central pawn in positions where the king cannot immediately stand alongside the pawn, the stronger side nevertheless wins, although with the pawn on the 5th or 6th the win is not easy.

2.32 Pawn on a bishop's file

With a bishop's pawn there are positions in which there is no way of realizing the material advantage, one of them being this ancient position.

del Rio, 1750

352
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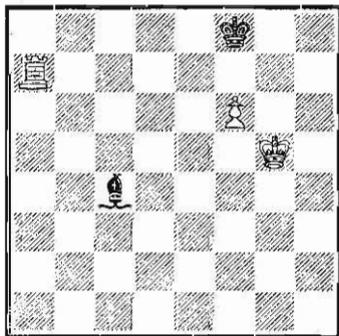
352. Here the a2–g8 diagonal is sufficiently long, and by keeping his bishop on it Black easily maintains the balance, preventing the

white king from going to e6 or g6. For example:

1 Rc7 Ba2 (d5) 2 Rb7 Bc4 etc.

But 1 ... Bb5? loses after 2 f7! Kg7 3 Kf5 Ba4 4 Rb7 Bd1 (*4 ... Bc6 5 Ke6! B×b7 6 Ke7*) 5 Ke6 Bh5 6 Rc7 (here the attempt to tie down the white pieces does not work, since the bishop's diagonal is too short) 6 ... Bg6 7 f8=Q+! K×f8 8 Kf6.

Of interest is the following position, in which the bishop has not yet managed to occupy the important a2–g8 diagonal.

353
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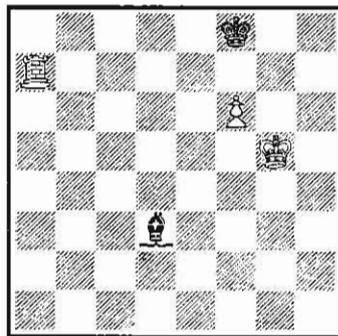
353. White to move plays **1 Ra4,** not allowing the bishop to go to c4. 1 Rc7 would be a loss of time due to 1 ... Bb1 2 Ra7 Bd3.

1 ... Kf7 2 Rb4!

By occupying b4, White prevents the bishop from stepping onto the a2–g8 diagonal.

2 ... Kf8.

Black is unable to prevent the white king from transferring to e5. If, for example, 2 ... Bc2, then 3 Rb7+ Kf8 4 Kf4 Bd3 5 Rb4 Kf7 6 Ke5.

3 Kf4 Kf7 4 Ke5 Ba6 5 Ra4 Bd3!

Weaker is 5 ... Bb5, which loses to an already familiar manoeuvre from the previous example: 6 Ra7+ Kf8 7 Rc7 Ba4 8 f7! Kg7 9 Rb7! Bd1 (*9 ... Bc6 10 Kd6!*) 10 Ke6 Bh5 11 Rc7 Bg6 12 f8=Q+ K×f8 13 Kf6 etc.

6 Ra7+ Kf8 7 Ra8+ Kf7 8 Ra4! Be2.

There is nothing better. If 8 ... Kf8 9 Ke6, or 8 ... Bc2 9 Ra3! Bd1 10 Rc3!, transposing into the main variation.

9 Ra7+ Kf8 10 Rc7 Bd1 11 Rc8+ Kf7 12 Rc3! Ba4 13 Rc7+ Kf8 14 f7 Kg7 15 Rb7 Bd1 16 Ke6 Bh5 17 Rc7 Bg6 18 f8=Q+ K×f8 19 Kf6, and White wins.

354
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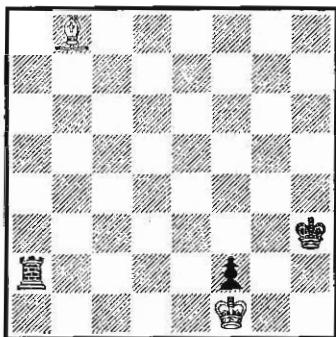
354. It is amazing that White should be able to maintain the balance in such a position.

1 Bc7!

Only this move saves the game. White loses after either 1 Be5 Ra5 2 Bd6 Rf5 followed by ... Kg4–f3, or 1 Bd6 Ra6 2 Bc5 (*2 Be7 Ra7, while if 2 Be5 Ra5*) 2 ... Kg3! 3 B×f2+ Kf3. But now on 1 ... Ra7 there follows 2 Bd6, with a draw.

1 ... Rb2 2 Bd6! Rc2 3 Be5! Rd2 4 Bf4! Re2!!

It appears that White is nevertheless in *zugzwang*, but ...

5 Bb8!!

A worthy reply to Black's previous move. Bad is 5 Bc7 Ra2!, or 5 Bd6 Rb2!, when in each case 6 Bg3 allows 6 ... Kg4! 7 B×f2 Kf3, and Black wins.

5 ... Re8 6 Bg3! Kg4 7 K×f2. Draw.

The initial version of the study was even more amazing: (Ke1, Bb8/Kh3, Ra2, pawn f3). The solution commenced with 1 Kf1 f2, when position 354 was reached. But later it was found that by 1 ... Ra5! 2 Bc7 Rb5! Black could obtain example 353, which is won for him.

With a bishop's pawn on the 5th rank White wins, although considerable difficulties are involved.

355
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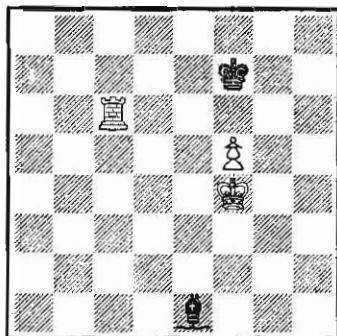
355. 1 Rc7+ Kf6 2 Rc2! Bh4!

Evidently the only move. 2 ... Kf7 is met by 3 Kg5, 2 ... Bb4 by 3 Rc6+ Kf7 4 Ke5, and 2 ... Ba5 by 3 Rc6+ Kf7 4 f6! Kg6 5 Ke5 Bd8 6 Ra6.

3 Rc6+ Kf7 4 Rc1 Kf6.

Other moves are weaker:

a) 4 ... Be7 5 Rc7 Kf6 6 Rc6+ Kf7 7 Ke5.

b) 4 ... Bf2 5 Rc2 Bh4 (*5 ... Bd4 6 Rd2 Bc3 7 Rd7+ Kf6 8 Rd6+ Ke7 9 Rc6 Bf6 10 Rc7+*) 6 Rh2 Bd8 7 Rh7+ Kf6 8 Ra7!, joining the main variation after White's 13th move.

5 Rg1 Bf2 6 Rg6+ Kf7 7 Rg2 Be1!

Or 7 ... Bd4 8 Rd2, as already considered, while if 7 ... Bb6, then again 8 Rd2 Ba5 9 Rd7+ Kf6 10 Rd6+ Kf7 11 Kg4.

8 Kg5 Ba5 (after 8 ... Bc3 9 Rc2 Bf6+ 10 Kf4 Bd8 11 Rc3! Bh4 White wins by 12 Rh3 Be1 13 Ke5) **9 Rc2 Bd8+ 10 Kf4 Bh4 11 Rh2 Bd8 12 Rh7+ Kf6 13 Ra7 Bc7+! 14 Kg4 Bd8 15 Ra6+ Kf7 16 Kh5! Kg7 17 Rd6 Be7** (17 ... Ba5 18 f6+ Kf7 19 Kg5) **18 Rd7 Kf6 19 R×e7**, and White wins.

With a bishop's pawn on the 4th rank, the attack by the rook from the rear is successful.

356
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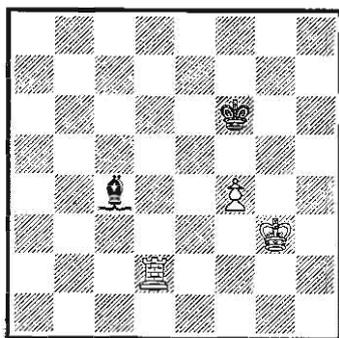
356. 1 Rd6+ Kf5 2 Rd8 Kf6 3 Rf8+ Ke7 4 Rc8 Be6 5 Rc6 Kf6 6 Kh4 Kf5 7 R×e6 etc.

2.33 Pawn on a knight's file

If the pawn is on the 6th rank, its proximity to the queening square is again a decisive factor.

from **Horwitz & Kling**, 1851

357
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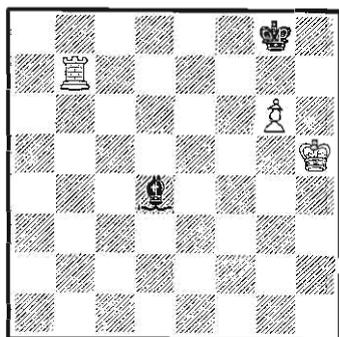
357. Here White wins by a typical procedure: by sacrificing his pawn, he forces the black king to remain in the dangerous corner.

1 g7! Kh7 (or 1 ... B×g7 2 Kg6 etc.) **2 Rf7! Bc3 3 g8=Q+ K×g8 4 Kg6,** and we reach the won position 322.

With a knight's pawn on the 4th or 5th rank, the win is easier than in the case of a central or bishop's pawn.

Centurini, 1865

358
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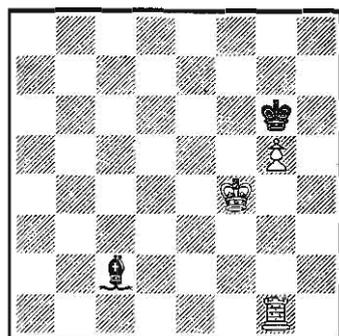
358. 1 Rg2 Bd3 2 Rd2!

This same move is decisive against other bishop moves, e. g. 1 ... Bf5 2 Rd2! Bc8 (*2 ... Bh3 3 Rd3 Bf1 4 Rd6+ Kg7 5 g6! Kh6 6 Kf5*) 3 Rd6+ Kg7 4 g6 Kh6 5 Rd8! Be6 (*5 ... Ba6 6 Kf5*) 6 Ke5 and 7 Kf6.

2 ... Bb1 3 Rd6+ Kg7 4 Kg4 Be4 5 Rd4 Bg2 (if 5 ... Bh7, then 6 Rd7+ Kg6 7 Rd6+ and 8 Kh5) **6 Rd7+ Kg6 7 Rd6+ Kg7 8 g6 Kh6 9 Kf5,** and White wins.

from **Enevoldsen**, 1949

359
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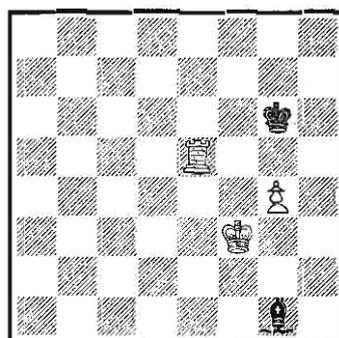
359. 1 Re6+ Kg5 2 Re2! Bd4 3 Re8 Kg6 4 Rg8+ Kf7 5 Rd8 Bf6 6 Rd6 Kg6 7 Kf4, and White wins.

The following example from an actual game is extremely instructive.

360. White's problem is to transpose into position 357. This could have been achieved as follows:

360
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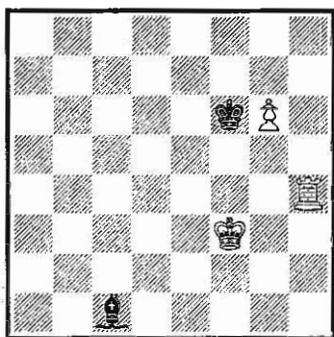
1 Rg4! Kg7 2 Ke4 Bb2 3 Kf5 Bc3 4 Rc4 Bb2 5 Rc7+ Kg8, when after **6 g7! Kh7 7 Rf7!** White wins easily.

But White immediately tried transferring his rook to the Q-side: 1 Rc4 Bh6! 2 Rc6+?

The decisive mistake! It was not yet too late for 2 Rb4! Bg7 3 Kg3 followed by the advance of the king to h5, which in the end would have led to position 357.

The move in the game was answered by 2 ... Kg5! with a draw, since there is no way of preventing 3 ... Bg7 and 4 ... Bf6, followed by the capture of the pawn.

With this we conclude our analysis of positions where the stronger side's king is unable to stand directly alongside his pawn.

In this type of ending we have already discovered several drawn positions (345, 346, 352–354 and the finish of position 360). It will be useful for the reader to meet some more such positions.

Vancura, 1924

361
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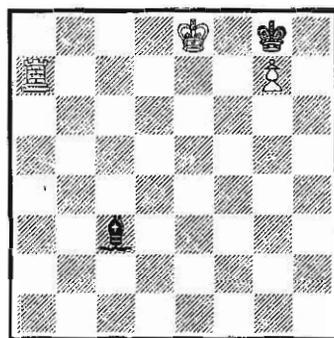
361. After **1 ... Bf6!**, due to the unfortunate position of his king White is unable to take any effective action. For example: **2 Rb7 Bg5! 3 Rb5 Bf6! 4 Rb7 Bg5** etc.

But White to move can win by improving the placing of his pieces and transposing into the finish of example 357:

1 Ra3! Be5! (if 1 ... B×g7, then 2 Rg3 Kh7 3 Kf7 etc.) **2 Re3 Bb8!** (an interesting defence; 3 ... K×g7 is threatened) **3 Re7! Bd6!**

Black is in *zugzwang*. After other bishop moves White switches his rook to the g-file (if *3 ... Bh2* or *3 ... Bg3*, then *4 Re2*, and *5 Rg2*, or *3 ... Bf4 4 Re4* and *5 Rg4*).

4 Re6 Ba3 5 Rg6! Bb4 6 Kd7 Ba3 7 Ke6 Bb2 8 Rg4 Bc3 9 Kf5 B×g7 10 Kg6 Kf8 11 Rf4+ Kg8 12 Ra4, and White wins.

Position 362 was discovered by **Troitsky** (1898).

362
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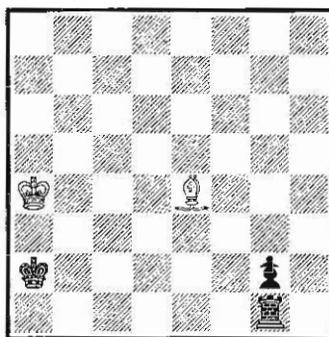
362. Black's situation is tragi-comic. To win, he must move his rook from in front of his pawn, but he is unable to do this with gain of tempo, without losing the pawn, since the white king is hiding 'in the shadow' of its black opponent. For example: **1 Bf3!** (the only move) **1 ... Kb2 2 Kb4 Kc2 3 Kc4 Kd2 4 Kd4 Ke1 5 Ke3 Kf1 6 Be2+ Ke1 7 Bf3.**

It does not help Black to have the move: **1 ... Kb2 2 Kb4 Kc1 3 Kc3 Kd1 4 Kd3 Ke1 5 Ke3 Kf1 6 Bd3+ Ke1 7 Be4.**

The following two examples have similar finishes. The defender manages to save the game by eliminating the enemy pawn.

Fritz, 1939

363
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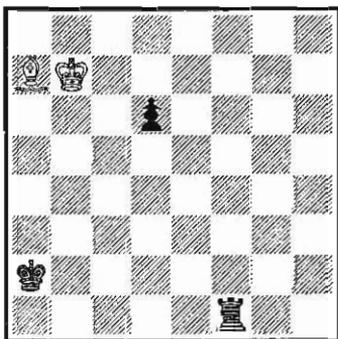
363. 1 Kc6 Rd1 2 Bb8! d5 3 Kc5 d4 (the threat was 4 Be5 and 5 Bd4) 4 Kc4 d3 5 Kc3 Rb1 6 Be5! Rb3+ 7 Kd2 Rb5 8 Bd4 Rb3 9 Bc3 etc.

Moravec, 1941

364
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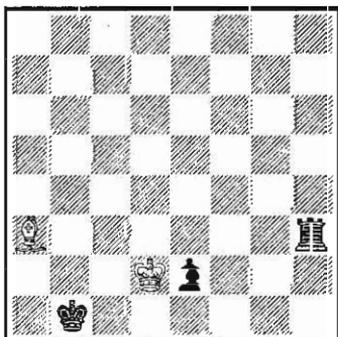
364. 1 Bc5 Rh5 2 Be3! Rh2 3 Bg1 (of course, not 3 Ke1 Kc2) 3 ... Rg2 4 Bd4! (not allowing the black king to go to b2) 4 ... Rg4 5 Be3! Rg2 6 Bd4 Ka2 7 Ke1! Rg4 8 Be3 Rg2 9 Bf2.

Let us consider another possibility:

1 ... Rc3 2 Bb6! (the bishop must reach the a5-e1 diagonal) 2 ... Rc2+.

If 2 ... Rb3, then 3 Bf2! Rb2+ 4 Ke1 Rc2 5 Be3 Kb2 6 Bd2, but not 3 Ba5 Rb5! 4 Bc3 Rc5 5 Bf6 Rc6 6 B∞ Re6, when Black wins.

3 Ke1 Kb2 4 Ba5! Rc5 5 Bb6! Rc6 6 Bd4+ etc.

2.34 Pawn on a rook's file

In positions with a rook's pawn the nature of the play is rather different from that in positions with other pawns.

As in the ending with a lone rook against a bishop, the result here depends on the colour of the bishop.

If the pawn's queening square is of the colour of the bishop (dangerous corner), realizing the advantage does not present any particular difficulty, although there is only one way to win.

from **Guretzky–Cornitz**, 1863

365
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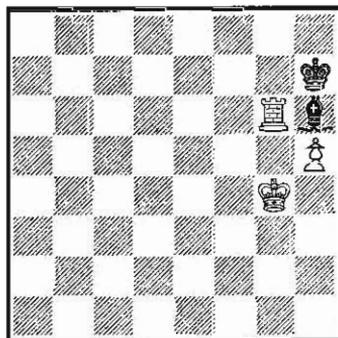
365. 1 Kf5 Bd2 2 h6!

The standard procedure. White gives up his pawn to obtain an ending with rook against bishop, but with the opposing king in the dangerous corner. If 2 ... B×h6, then 3 Kf6 and 4 Kf7 (322). Therefore Black does not take the pawn.

2 ... Be3 3 Rg7+! K×h6 4 Rg6+ Kh7 (4 ... Kh5 5 Rg3) 5 Kf6 Bd4+ 6 Kf7 Ba7, and we have the won position 322, only rotated through 90°.

The stronger side's difficulties are immeasurably greater if the pawn's queening square is not accessible to the bishop, but on the other hand it can control a number of adjacent squares, defending the approaches to the king.

In certain cases here it is altogether impossible to win.

Cozio, 1766

366
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Lequesne, 1858

368
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368. 1 Rb7!

As we will see below, this move is very important. For the moment the opposing king must not be allowed out of the corner.

1 ... Ba2 2 Rb8+ Bg8 3 Kg5 Kg7 4 Rb7+.

Also possible is 4 h6+ Kh8 5 Kf6! Kh7 6 Rb7+ Kh8 (*6 ... K×h6 7 Rb2*) 7 Kg6 Bd5 8 Re7, and White wins.

4 ... Kh8 5 Kg6 Bd5 6 Rh7+ Kg8 7 Re7! (the same manoeuvre would also have followed on other bishop moves) **7 ... Kh8** (7 ... Kf8 8 Kf6 Bc4 9 h6 Kg8 10 h7+ Kh8 11 Kg6 comes to the same thing) **8 h6 Ba2 9 h7 Bb1+ 10 Kh6,** and White wins.

On the basis of this example the reader may conclude that with his pawn at h5 White always wins. This is not so, as is seen in the following example.

366. The similar position without the pawn would be drawn. The addition of the pawn at h6 does not change the result. Black easily maintains the balance by manoeuvring with his bishop along the b1–h7 diagonal. White has no way of evicting the black king from the h8 corner.

Following from this is the important conclusion that with a rook's pawn (as with pawns on the other files) one should not be in a hurry to advance the pawn, but should first activate the king as much as possible.

We will now examine two interesting subsidiary positions.

If the opponent's king can be cut off by even one file from the pawn, the win is comparatively simple.

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from **Berger**

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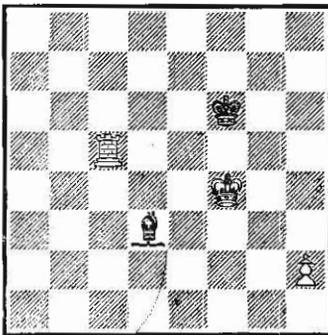
367. 1 Rg5! Bg6 2 h4 Bd3 3 h5 Bh7 4 h6 Bg6 5 Rg3 Kf7 (5 ... Bc2 6 Rg6 7 Ra7 and 8 h7) **6 Ke5 Bc2 7 Rg7+ Kf8 8 Kf6,** and wins.

369. We have just established that Black loses after 1 ... Ba2 2 Ra8+ Bg8 3 Kg5.

He draws by taking his king away from the dangerous h8 corner: **1 ... Kg8 2 Rg7+ Kf8!**, e. g. **3 Rg4 Bc2 4 Rd4 Bb1 5 Rd8+ Kf7 6 Rd2 Be4 7 Rf2+ Kg8.**

Only with his pawn at h4 is White always sure of winning.

from **Guretzky–Cornitz,** 1863

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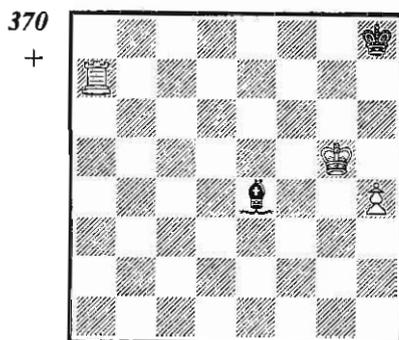
370. 1 Kh6 Kg8.

Black loses, as in example 368, after 1 ... Bd5 2 Rd7 Be6 3 Rd8+ Bg8 4 Kg5 Kg7 5 Rd7+ Kh8 6 Kg6 Bb3 7 Rh7+ Kg8 8 Rc7 Kh8 (*8 ... Kf8 9 Rg7*) 9 h5 Bd5 10 Rh7+ Kg8 11 Re7! Kh8 12 h6 Bd3 13 h7.

2 Rg7+ Kf8 (2 ... Kh8 3 Re7! transposes to position 368) **3 Rg5.**

White's king will have to make way for the pawn, and so he prepares this operation.

3 ... Kf7 4 Rg3 (on 4 Kh5, attempting to bring the king out at g4, there follows 4 ... Bf3+, but now White intends 5 Kg5) **4 ... Bc2 5 Kh5 Kf6.**

If 5 ... Bd1+, then 6 Kg5 Kg7 7 Rc3!, when Black's bishop is unable to reach the b1–h7 diagonal in time, and he loses: 7 ... Be2 8 h5 Bb5 9 h6+ Kh7 10 Rc7+ Kh8 11 h7.

No better is 5 ... Ba4 6 Kg5 Kg7, when again White has the decisive reply 7 Rc3!

Finally, on 5 ... Bb1 there follows 6 Rg5!, when the white king makes way for the pawn, a possible continuation being 6 ... Kf6 7 Kg4 Bg6 8 h5 Bh7 9 h6 Bg6 10 Kf4 Bh7 11 Rg7 Bd3 12 Ra7 and 13 h7.

6 Rg5 Bd1+ (7 Kg4 was threatened, and on 6 ... Bf5 there follows 7 Kh6 Bc2 8 Rg2! and 9 Rf2+, pushing back the black king) **7 Kh6 Kf7** (7 ... Bf3 is met by 8 Rg1 and 9 Rf1+) **8 Rg7+ Kf6** (if 8 ... Kf8, then 9 Kg6 and 10 Kf6) **9 Rg1 Be2 10 Rg2 Bd3 11 Rf2+**, and White wins.

As the following study shows, with a rook's pawn one sometimes has to beware of stalemating possibilities.

Vancura. 1924

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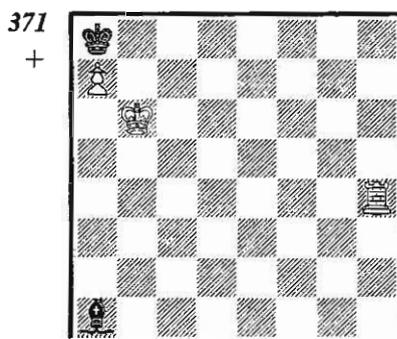
371. It would appear that 1 Ka6 Bd4 2 Rh7 wins quickly, but after 2 ... Bg7!! Black saves the game, since the rook is badly placed on the h-file.

White wins by exploiting the position of the bishop at a1: **1 Kb5! Bb2.**

Other bishop moves are no better, e, g. 1 ... Bf6 2 Rf4 Be5 3 Re4 and 4 Ka6. White succeeds in improving the position of his rook.

2 Rb4 Bc3 3 Rc4 Be5 4 Ka6, and White wins.

In the following two studies, which elaborate on one and the same theme, the stronger side loses his pawn, but, due to the fact that the opposing king is on the edge of the board, by an interesting rook manoeuvre he is nevertheless able to win.

We advise the reader to pay particular attention to this rook manoeuvre.

Kubbel, 1934

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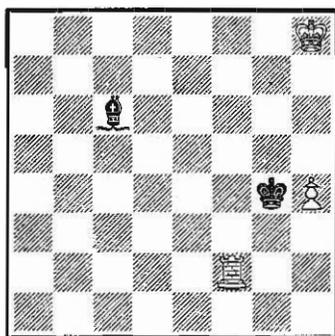
372. 1 Rf6 Be8 2 Rh6 Bh5 3 Kg7 K×h4 (if 3 ... Be8, then 4 Kf6 Bh5 5 Rh8) **4 Kf6 Kg4 5 Rh8! Kh4 6 Kf5,** and White wins.

Fritz, 1953

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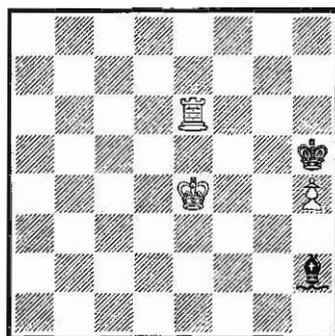
373. 1 Kf3 Bg3! 2 Re2! B×h4 (or 2 ... K×h4 3 Re4+) **3 Rh2 Kg5 4 Rh1! Kh5 5 Kf4,** and White wins.

However, this same idea, in a much more complicated from, was expressed much earlier in a splendid study by **Vancura** (1924).

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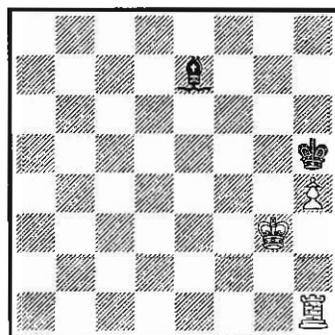
374. The problem may seem surprising: at first sight it is not apparent how White can lift the blockade. Indeed, if it were any other pawn than a rook's pawn, in such a position Black would maintain the balance. But here a decisive factor proves to be the position of the black king on the rook's file, which allows White to carry out an exceptionally subtle manoeuvre and to improve the position of his rook.

1 Kf4 Bd6+!

Other bishop moves are worse, e. g. 1 ... Bf8 2 Rd1! Be7 3 Rd7 Bb4 4 Rh7+ Kg6 5 Rb7 and 6 Kg4, or 1 ... Bd8 2 Rc1! Bf6 3 Rc7 Bd4 4 Rh7+ Kg6 5 Rd7.

2 Kf5 Bc5.

If 2 ... Bb4 3 Rc1 Ba5, then 4 Rc2!, creating an unusual *zugzwang* position, e. g. 4 ... K×h4 5 Kf4! Kh3 6 Kf3! Kh4 7 Rc4+, and White wins.

3 Rc1! Be3 4 Rc4 Bg1!

On 4 ... Bf2 there follows 5 Kf4 Be1 (5 ... K×h4 6 Kf3+, or 5 ... B×h4 6 Kf5, winning) 6 Rc8! Bd2+ 7 Kg3 Be1+ 8 Kh3 etc.

5 Ra4 (not 5 Kf4 K×h4 6 Rc8 Bh2+!, with a draw) **5 ... Bb6 6 Re4 Bg1 7 Rc4! Be3 8 Ke4 Bd2** (8 ... Bf2 9 Kf4 Be1 10 Rc2! etc.) **9 Rc2!**

Not 9 Kf3 Be1! 10 Rc1! B×h4 11 Rh1 Kg5, when it is White who is in *zugzwang*.

9 ... Bh6 (if 9 ... Be1, then 10 Kf4) **10 Rh2 Bg7.**

10 ... Bf8 11 Kf3! comes to the same thing. **11 Kf4! Bf8 12 Kf3! Ba3.**

Or 12 ... Bd6 13 Rd2 Be7 14 Kf4 etc. **13 Ra2 Be7.**

13 ... Bd6 is met by 14 Ra4, and 13 ... Bd4 by 14 Ra8! Bc3 15 Kg3 Be1+ 16 Kh3.

14 Re2! Bd8 (if 14 ... B×h4, then 15 Rh2 Kg5 16 Rh1! Kh5 17 Kf4, as in the two previous examples) **15 Rd2 Be7 16 Kf4 Bf6 17 Rd7 Bc3 18 Rh7+ Kg6 18 Rc7,** and White wins.

An exceptionally difficult study!

In conclusion, here is a practical example.

David–Chistyakov
Moscow, 1936

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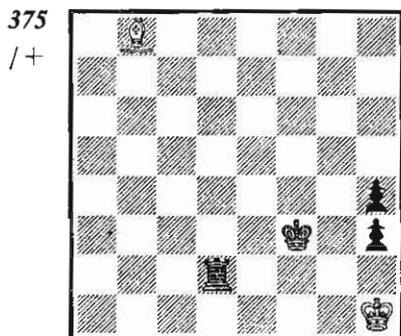
375. How can Black win here? His only possibility is the sacrifice of the leading pawn, with the aim of obtaining position 368. This is the plan that he carries out.

1 ... h2.

The most exact was 1 ... Kg4 2 Bc7 h2 3 B×h2 Kh3 4 Bg1 Kg3 5 Bd6 Rh2+ 6 Kg1 Rc2! 7 Kh1 h3 and 8 ... h2.

2 B×h2 Rd1+ 3 Bg1 Kg4 4 Kg2 h3+ (4 ... Rd2+ is also possible) **5 Kh1 Kf3! 6 Kh2 Rd2+ 7 Kh1** (after 7 K×h3 Rd7 White loses his bishop) **7 ... Kg3 8 Bb6 h2** White resigns.

2.4 ROOK AGAINST BISHOP AND PAWNS

In contrast to the middlegame, in the endgame a bishop and two pawns are normally stronger than a rook. But if the pawns are not far advanced, and the king and rook are able to oppose them actively, it is normally possible to maintain the balance and draw.

We will divide the material according to the pawn configuration.

2.41 Two connected pawns

Of great importance here is how far away the pawns are from queening.

A typical position with pawns which have not yet crossed the demarcation line is shown in example 376.

Fine, 1941

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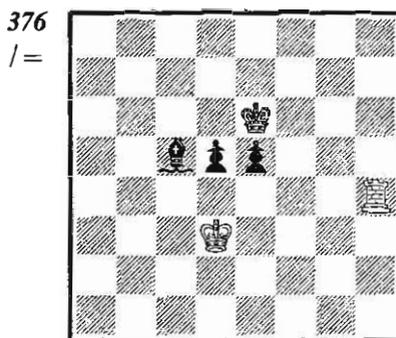
376. The defensive plan—which is either to give up the rook for the two pawns, or to deprive the pawns of their mobility—demands active play on White's part. Possible variations are :

a) **1 ... Kf5 2 Rh5+ Kf4 3 Rh4+ Kf3** (3 ... Kg5 4 Ra4 Kf5 5 Ra5) **4 Rh5! e4+ 5 Kc2 e3 6 R×d5 e2 7 Rd1** (7 Rf5+ Ke4 8 Kd2 also draws, but not 7 Re5 Be3);

b) **1 ... Be7 2 Rh1 e4+** (if 2 ... Kf5, then 3 Rf1+ Kg4 4 Rg1+ Kf3 5 Rf1+ Kg2 6 Rf5 Bd6 7 Rf6 etc.) **3 Kd4 Bf6+ 4 Ke3 Bd8** (on 4 ... Bb2 there follows 5 Rh6+ Ke5 6 Rh5+ Kd6 7 Rh4! Bc1+ 8 Kd4!) **5 Rh6+ Ke5 6 Rh5+ Kd6 7 Rh6+ Kc5 8 Re6! Bg5+ 9 Ke2 Bf4 10 Kf2 Kd4 11 Ke2.**

A position of equilibrium has been reached. Black cannot improve his position, since ... e3 leads merely to the blockading of his pawns.

The reader should note that in this last variation White very effectively switched his rook to attack the pawns from the rear (*8 Re6*).

This possibility—the attack by the rook from the rear—is a reliable method of defence when the pawns have crossed the demarcation line.

Thus in the next example White manages to maintain the balance, although the defence requires accuracy.

from **Chéron,** 1926

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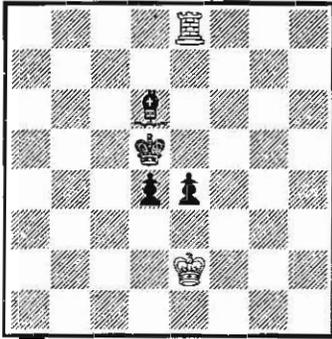
377. Black intends by 1 ... d3+ 2 Ke3 Bc5+ 3 Kd2 Kd4 4 Rd8+ Kc4 5 Re8 e3+ to advance both pawns a further step forward, which, as we will see below, would ensure a win.

There is only one way of defending against this manoeuvre: **1 Rd8!**

Now Black's winning attempts are doomed to failure, e. g.: **1 ... Kc6 2 Kd2 Bb4+ 3 Ke2 Bc5** (if 3 ... Kc5, then 4 Re8 Kd5 5 Rd8+ Kc4 6 Re8 d3+ 7 Ke3 Bc5+ 8 K×e4, with a clear draw) **4 Kd2 Kb5** (Black threatens to strengthen his position decisively by reaching c4 with his king, but again White has one adequate reply) **5 Re8!**, and after 5 ... Bb4+ **6 Ke2 d3+ 7 Ke3 d2 8 Rd8 Kc6 9 R×d2** the game ends in a draw.

But if central pawns have reached the 6th (3rd) rank, the attack with the rook from the rear may not have the desired effect.

378. By subtle manoeuvring with his king and bishop, Black succeeds in overcoming his opponent's resistance.

1 ... Bd5! (earlier a pawn advance was not possible, but now ... d2 is threatened) **2 Re8+ Kd4 3 Rd8 Kc5.**

Black intends to play 4 ... Bc4 and then transfer his king to c3. It was thought that

von der Lasa, 1843

378
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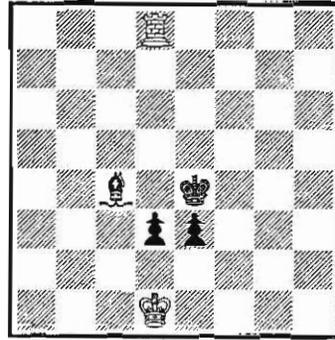
White had no way of opposing this plan, for example: 4 Ke1 Bc4 5 Re8 d2+ 6 Kd1 Bb3+, or 5 Rc8+ Kb4 6 Rb8+ Kc3 7 Rd8 d2+ etc.

But in 1962 Klausen found an interesting improvement. He suggested that White should not move his rook off the vitally important d-file, but play **4 Rd7 Bc4 5 Rd8 Kb4 6 Rd7 Kc3 7 Rd6!** As we will see below, this is the best square for the rook.

How should Black continue now? On the 'natural' 7 ... d2 White gains an immediate draw by 8 Rd3+! This threat significantly restricts Black's actions. But nevertheless he can win by switching his bishop to the d1–h5 diagonal.

A possible continuation is: **7 ... Bf7! 8 Ke1 Bh5 9 Rc6+ Kd4 10 Rd6+ Kc4 11 Rd7 Bg4!** (this move is the whole point; from g4 the bishop helps both its king and the pawns) **12 Rd6** (12 Rd8 Kc3) **12 ... Kc3 13 Rc6+ Kd4 14 Rd6+ Kc4,** and White is in *zugzwang.* 15 Rd8 is met by 15 ... Kc3, and 15 Kf1 by 15 ... d2.

Note that, if on the 7th move the rook had been at d7 or d8, Black would have won by 7 ... Be6, when his bishop reaches g4.

Let us now move the pawn in position 378 from e3 to c3, and exchange the places of king and bishop. How does this reflect on the evaluation of the position?

Klausen, 1962

379
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Klausen, 1962

380
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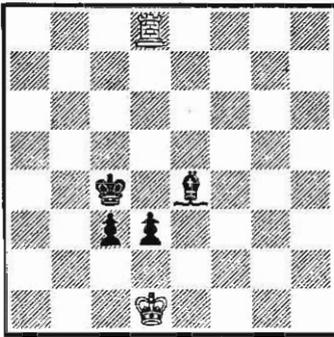
379. Here Black's plan is the same as in the previous example: first to transfer the king to e3, and then the bishop to a4. The latter can be done only via c6, which makes the problem more difficult.

1 ... Bd5! 2 Rc8+ Kd4 3 Rd8 Ke5 4 Rd7 Be4 5 Rd8 Kf4 6 Rd7 Ke3 7 Rd6! (now Black has to overcome the last barrier) **7 ... Bf3+ 8 Kc1 Ke2** (threatening 9 ... Be4 and 10 ... d2) **9 Re6+ Kf2 10 Rd6 Ke3!**

White is in *zugzwang.* The check at e6 fails to 11 ... Be4, and therefore the rook is forced to abandon the 6th rank and allow the transfer of the bishop via c6 to a4.

11 Rd7 Bc6 12 Rd6 Ba4 13 Re6+ Kd4 14 Rd6+ Ke4 15 Rd8 Ke3, and against ... d2 there is no defence.

If, instead of 9 Re6+, White had played 9 Rd4, after 9 ... Bc6 he would have had no useful moves. Thus 10 Kb1, for example, is met by 10 ... Kd2 11 Rc4 Ba4! 12 Rc5 Bc2+ 13 Ka2 Kc1! 14 R×c3 d2, when the pawn queens.

380. Contrary to the opinion of Berger and Chéron, White is unable to win here. Here is an illustrative continuation:

1 ... Bc5 2 Rb8+ Kc4 3 Rc8 Kd5 4 Rc7 Bd4 5 Rc8 Ke4 6 Rc7 Kd3 7 Rc6.

White waits. As in the previous two examples, on 7 ... c2 there follows 8 Rc3+! with an immediate draw. In order to win here, the bishop must reach a3. But how can this be
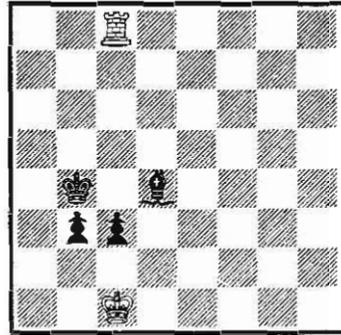
done? If, for example, 7 ... Be5, then 8 Rc8, and 8 ... Bd6 fails to 9 Rd8.

Black can play his bishop to a3 on the 4th move: 4 ... Ba3 5 Kb1 Kd4, but then after 6 Rd7+ Ke3 7 Rc7 Kd2 8 Rd7+ he can make no progress, since his king cannot support the c-pawn.

If the rook is not behind the pawns, and they have reached the 6th (3rd) rank, it is sometimes possible to win even when the king is very far away.

Vancura, 1928

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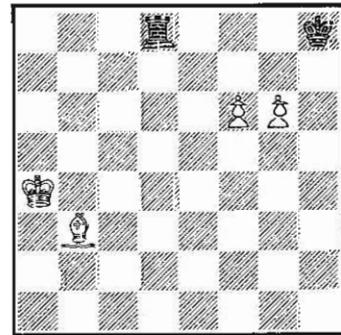
381. Here White must bring up his king, without allowing the rook behind the pawns.

1 Bc4! (if 1 g7+ Kh7 2 Bf7, then 2 ... Rd4+ and 3 ... Rg4, with a draw) **1 ... Rb8 2 g7+ Kh7 3 Bf7 Rd8 4 Kb5 Rc8 5 Kb6 Ra8 6 Kb7 Rd8 7 Kc7 Ra8 8 Kd6 Ra6+ 9 Ke7 Ra7+ 10 Kf8 Ra8+ 11 Be8,** and Black can resign.

In this ending rook's pawn and knight's pawn are weaker than other pawns, and even when they are on the 6th (3rd) rank it is possible to draw.

von der Lasa, 1843

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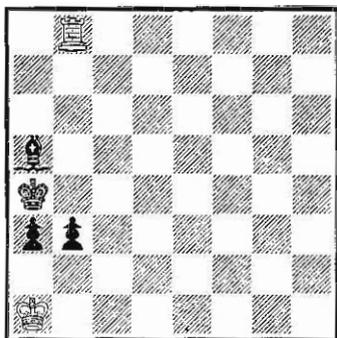
382. In a similar position with central pawns White would be lost, whereas here after **1 Ra8!** he has a draw:

a) **1 ... a2 2 Kb2 Kb5 3 Rb8+ Bb6 4 Ra8** etc.

b) **1 ... Kb5 2 Rb8+ Kc4 3 Ra8!** (White loses after 3 Rc8+ Kd3!, e. g. 4 Ra8 Kc2!, or 4 Kb1 Kd2! 5 Ra8 a2+ 6 Kb2 a1=Q+! 7 K×a1 Kc2! 8 Rc8+ Bc3+ 9 R×c3+ K×c3; this interesting variation was pointed out by Steinitz in 1862) **3 ... Kb5 4 Rb8+ Bb6 5 Ra8!**

The result is no different if it is a white-squared bishop, as the reader can check for himself.

Fine, 1940

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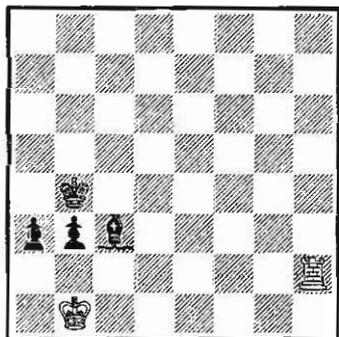
383. This example shows that a draw is possible against rook's pawn and knight's pawn even when the rook is less well placed.

A possible continuation is: **1 ... Kc4 2 Rg2 Bd4 3 Rh2 Kd3 4 Rb2!** (a familiar stalemating idea) **4 ... Kc3 5 Re2 Bc5 6 Rb2 Be3 7 Rh2 Bd2 8 Rh3+ Kb4 9 Rh4+ Kb5 10 Rh3!**, and Black is unable to improve his position.

Two far-advanced connected passed pawns are a great force, and therefore if the king and rook are not united in their battle against the pawns, it is sometimes possible for the pawns to promote without the help of their king.

Here are two typical examples.

Prokes, 1951

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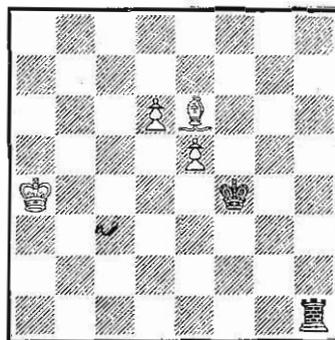
384. After **1 d7** Black is unable to stop the pawns:

a) **1 ... Rd1 2 Bd5! R×d5 3 e6** and **4 e7.**

b) **1 ... Rh8 2 Bg8!** (but not 2 Bf7 K×e5 3 Be8 Rh4+ and 4 ... Rd4, with a draw) **2 ... R×g8 3 e6** and **4 e7.**

c) **1 ... Ra1+ 2 Ba2!** (if 2 Kb3, then 2 ... Ra8 3 Bd5 Rb8+ with a draw) **2 ... R×a2+ 3 Kb3 Ra8 4 e6** etc.

In order to clear the way for his e-pawn, in each of the variations White sacrifices his bishop.

385. Here too the rook is unable to stop the pawns: **1 b6 Rc5 2 Be5+! Kf7 3 b7! R×c4+ 4 Bc3!**, and after **4 ... R×c3+ 5 Kb2** the pawn queens.

Prokes, 1949

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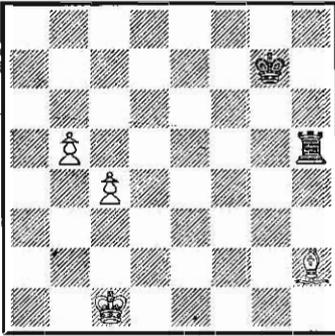
The following position is a rare instance, where, in spite of the remoteness of his king, White is able to draw.

Korteling, 1928

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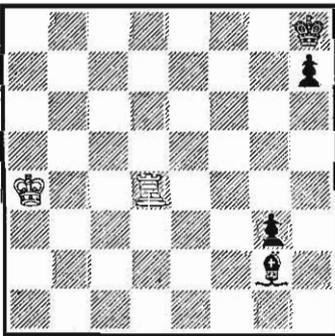
386. The task seems improbable, and simple defensive means do indeed lead to defeat, e. g. 1 Rg4 Bc6+ 2 Kb4 g2 3 Kc5 h5 4 Rg5 Bf3.

White must at all costs gain time, to bring his king across to the pawns. This is achieved by:

1 Rd8+! Kg7 2 Rd3 Bc6+ 3 Kb4 g2 4 Rg3+ Kf6 5 Kc5 Bb7 6 Kd4 h5 7 Ke3 h4.

It appears that White is too late, since 8 Rg4 is met by 8 ... h3 9 Kf2 h2, but there follows **8 Kf2!! h×g3+ 9 Kg1,** and he draws thanks to stalemate.

With a lone rook against bishop and two pawns a win is possible only in the most exceptional cases, when the unfortunate placing of bishop and pawns allows a mating net to be created around the opposing king, or the bishop to be won.

Sackmann, 1915

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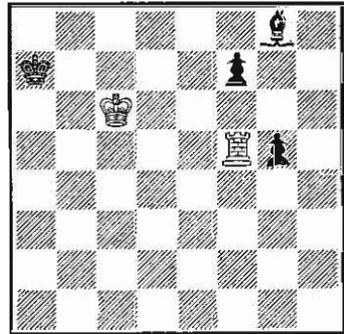
387. After **1 Rf1!!** Black is helpless:

a) **1 ... Kb8 2 Rb1+ Ka7 3 Rb7+ Ka8** (3 ... Ka6 4 Rb8 and 5 R×g8) **4 Re7 Bh7 5 Kb6.**

b) **1 ... f6 2 Ra1+ Kb8 3 Rb1+ Kc8 4 Rh1!,** and the bishop is lost.

2.42 Two isolated pawns

Here, in contrast to the case with connected pawns, the degree of advancement of the pawns is not necessarily a decisive factor.

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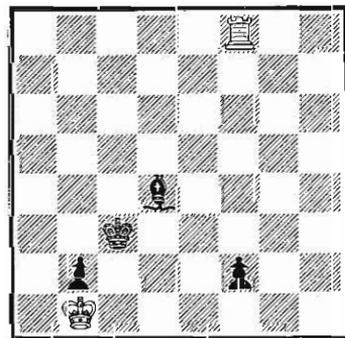
388. Despite the fact that both black pawns are close to queening, White is able to maintain the balance. Black is unable to do any-

thing effective. The attempt to take the king across to the f-pawn by 1 ... Kd3 is parried by 2 R×f2 and 3 K×b2.

But if Black's king is at d3, with the move he is able to win.

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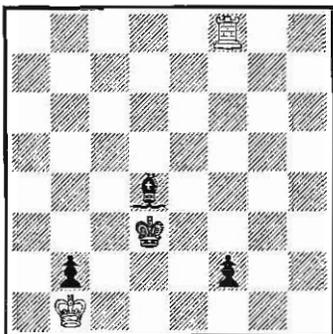
389. The win is achieved by a typical plan in such positions—by taking the king across to the pawn which is being stopped by the rook.

1 ... Ke2 2 Re8+ Be3 3 Rf8 Bc1! 4 Re8+ Kf3 5 Rf8+ Bf4.

This curious bishop manoeuvre, by which Black first defends his pawn and then blocks the action of the rook, was first seen in a study by the Syrian player Stamma as long ago as 1745.

The blocking by the bishop of the file along which the rook is operating is one of the tactical devices employed in this type of ending.

Here is a further example on the same theme.

Mattison, 1914

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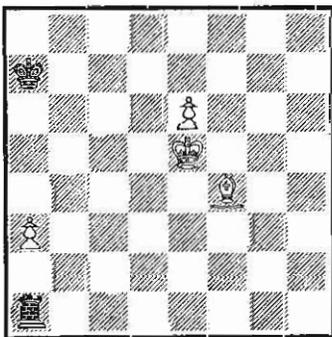
390. Here White succeeds in queening his e-pawn:

1 Be3+ Kb7 2 e7 R×a3 3 Ba7!!

Here we see the blocking of the file. Now 3 ... R×a7 is met by 4 e8=Q, while on 3 ... K×a7 there follows 4 Kf4(d4) Ra4+ 5 Kf5 Ra5+ 6 Kf6 Ra6+ Kf7.

Therefore Black has to play **3 ... Ra1 4 Kf4 Rf1+**, when there follows **5 Bf2!!** This sacrifice is immediately decisive, since on **5 ... R×f2+** White wins by **6 Ke3 Rf1 7 Ke2.**

In this type of ending the stronger side's king should normally support the pawn which is being stopped by the rook.

When the pawns are far advanced, such support will usually lead to a win.

Only in exceptional cases, when the pawn which the rook is stopping is not far advanced, is it possible to draw.

Euwe, 1940

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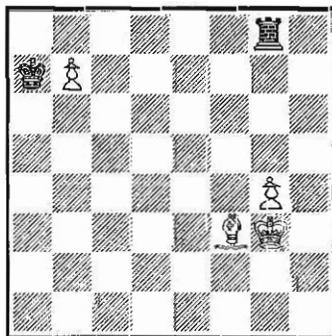
391. White's king is supporting that pawn which is being stopped by the rook, but here this does not win, since it is not possible to advance the pawn. For example: **1 Kh4 Rh8+ 2 Kg5 Rg8+!**, and if **3 Kh6**, then **3 ... R×g4.**

If the defender's king is some way from the pawns, so that the rook has to try and stop them on its own, the drawing chances are slight, especially if the pawns are far advanced, and one of the pawns usually queens.

This is seen in the following examples, in which White is able to exploit the unfortunate position of the opposing king.

Rinck, 1907

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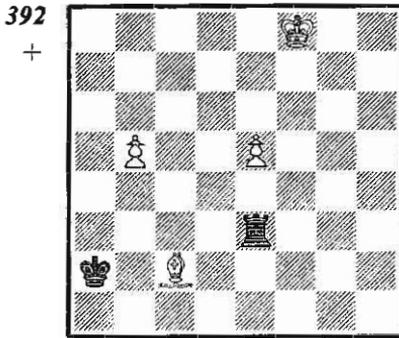
392. After **1 b6 R×e5 2 Bd3!** Black cannot stop the pawn, since 2 ... Re6 or 2 ... Rd5 is met by 3 Bc4+, and no better is 2 ... Rh5 3 Bc4+ Ka3 4 b7 Rh8+ 5 Bg8.

The following example is much more complicated. Here White succeeds in promoting a pawn, but to win, as in the well known study by Saavedra, it has to be promoted to a rook.

V. & M. Platov, 1908

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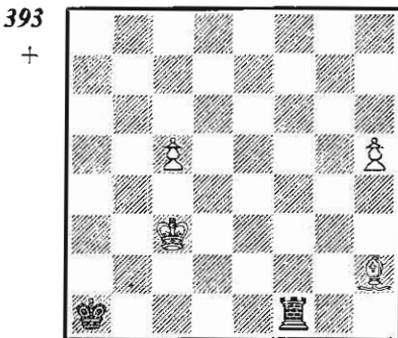
393. 1 Kb4! (the only move, 1 b6 being met by 1 ... Rf6, and 1 Kc4 by 1 ... Rf5 2 c6 R×h5 3 c7 R×h2) **1 ... Rf5.**

If 1 ... Rb1+, then 2 Kc4! (*2 Ka5* leads to a draw after *2 ... Rh1 3 Be5+ Ka2 4 c6 R×h5*) 2 ... Rc1+ (but now *2 ... Rh1* loses to *3 Be5+ Ka2 4 c6 R×h5 5 c7 Rh4+*

6 Bd4) 3 Kd5 Rd1+ 4 Ke6 Rc1 5 Bd6 Rh1 6 c6 R×h5 7 Be5+ Ka2 8 c7, and the pawn cannot be stopped.

2 c6 R×h5 3 c7 Rh4+ 4 Kb5! Rh5+ 5 Kb6 Rh6+ 6 Bd6!! (a spectacular blow; there is no win after 6 Kb7 Rh7, or 6 Kc5 R×h2) **6 ... R×d6+ 7 Kb5!** (now the king merely has to hide from the checks) **7 ... Rd5+ 8 Kb4 Rd4+ 9 Kb3 Rd3+ 10 Kc2 Rd4!**

An unexpected attempt to play for stalemate. If White promotes to a queen, then after 11 ... Rc4+! 12 Q×c4 it is stalemate, while on 11 Kc3 there follows 11 ... Rd1.

11 c8=R! Ra4 12 Kb3!, and due to the threat of mate Black loses his rook.

If the rook has to battle on its own against the bishop and the pawns, a draw is possible only in exceptional cases, two of which we now give.

Hortov, 1962

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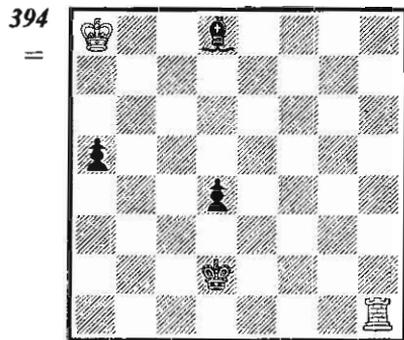
394. White's king is a long way from the pawns, and the attempt to bring it into play does not succeed: 1 Kb7 Be7 2 Ka6 Bb4 3 Kb5 d3 4 Kc4 Kc2, and Black wins.

The correct move is **1 Rh5!**, threatening to win a pawn.

1 ... d3 2 Rd5 a4! (an unexpected possibility; sacrificing his bishop, Black acquires two dangerous pawns) **3 R×d8 a3 4 Rd4!**

An exceptionally subtle reply! All other moves lose, e.g. 4 Kb7 Kc2 5 Rc8+ Kb2 6 Rd8 a2, or 4 Rd7 Kc3 5 Rc7+ Kb4 6 Rb7+ Kc5 7 Rc7+ Kb6 8 Rb7+ Kc6 9 Rb1 a2

10 Ra1 d2 11 Ka7 Kb5, and by returning his king to the pawns, Black wins.

4 ... Kc3 5 Ra4! Kb3 6 Rd4 Kc2 7 Rc4+ Kb2 8 Rb4+ Kc3 9 Ra4 etc.

Daniel, 1908

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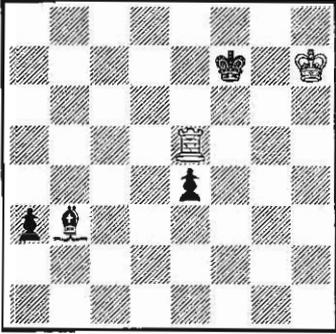
395. Black is indirectly defending his e-pawn (*1 R×e4 Bc2*), and the a-pawn is threatening to queen. If 1 Ra5, then 1 ... a2 followed by ... e3–e2 etc. And yet White can save the game, thanks to... the position of his king.

1 R×e4! Bc2 2 Kh8! (playing for stalemate, but Black tries a new chance) **2 ... a2 3 Re1 Bb1.**

Black has blocked the rank, and the game seems to be over, but White finds a new resource— **4 Re5!!**, enabling him to switch the rook to the a-file, since 4 ... a1=Q gives stalemate, and on 4 ... a1=R, with the threat of mate, there follows 5 Ra5.

2.43 Doubled pawns

With doubled pawns the winning chances are markedly reduced, and the normal result is a draw.

A win with the bishop is possible only if at least one of the pawns is close to the queening square, and if the opposing king cannot take any effective part in the play.

The following example is typical.

Kivi, 1945

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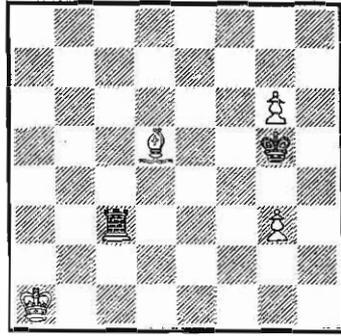
396. Black's plan—to give up his rook for one pawn and win the other with his king—proves to be unrealizable after **1 g7 Rc8 2 g4!!** White first attains an equilibrium position, in which the opponent's pieces are unable to do anything, and then he brings his king up and wins. But the play is highly interesting and full of subtleties. A possible variation is:

2 ... Rb8 3 Be6 Kh4 4 Ka2 Kg5 5 Ka3 Kf4 6 Ka4 Kg5 7 Ka5 Kf4 8 Ka6 Kg5 9 Ka7 Re8! 10 Bf7! Rd8! 11 Kb6!!

Avoiding a trap. If 11 Kb7, then 11 ... Kh6! 12 g8=Q Rd7+, when capturing the rook gives stalemate. But now 11 ... Kh6 is met by 12 g8=Q, and 11 ... K×g4 by 12 Kc7! Ra8 13 Be6+ Kg5 14 Bc8! Ra7+ 15 Bb7, when the pawn queens.

11 ... Rb8+ 12 Kc7 Ra8 13 Kd6 K×g4! 14 Bd5!, and we reach the won position 342.

It should be noted that 2 g4 was the only move to win. After 2 Be6? Ra8+ 3 Kb2 Kf6! 4 g8=Q R×g8 5 B×g8 Kf5! and 6 ... Kg4 Black would have gained a draw.

The following is an interesting study.

397. White's position looks hopeless in view of the threat of 1 ... Bf3+ and 2 ... d1=Q. But there is a saving possibility!

1 Rh3+ Kg7 2 Rg3+ Kh6.

Black has to play this against his will. If his king stands on the f-file, 3 Rd3 becomes possible, since after 3 ... Bf3+ the bishop is

V. & M. Platov, 1907

397
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If Black plays for stalemate by **4 ... Rd8**, then not **5 c×d8=Q(R)**, but **5 c×d8=N!**, winning.

White succeeds in blocking out the rook in the following study.

Prokes, 1947

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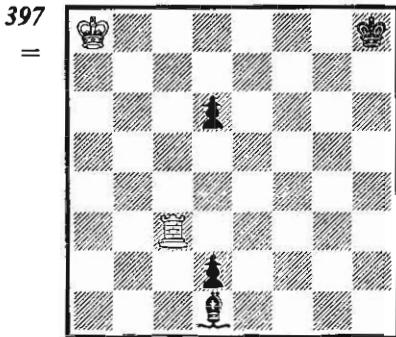
captured with check, while after **2 ... Kh7** White continues checking.

3 Rd3 Bf3+ 4 Ka7! d1=Q 5 R×d6+! Q×d6—stalemate!

2.44 Three pawns

Here things are even more difficult for the rook. For illustrative purposes we give a few examples, showing certain plans for realizing the advantage with this balance of forces.

We will first consider an instance where one of the pawns in on the threshold of queening, and the rook is unable to stop it.

Kakovin, 1952

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399. 1 Ba6! (threatening 2 b8 and 3 Bc8) **1 ... Rb8 2 g8=Q+ R×g8 3 b8=Q R×b8 4 Bc8,** and the pawn queens.

The following position shows a typical way of winning with three passed pawns.

Wittek–Schwarz
Graz, 1890

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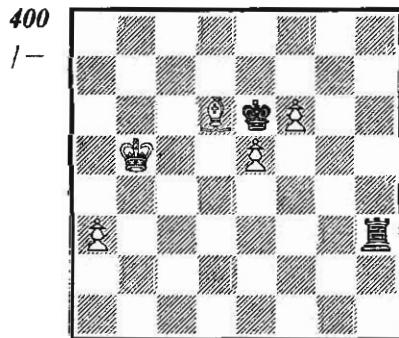
400. The pawns are securely defended by the bishop. Although two of them are blockaded by the enemy king, it is possible to queen the a-pawn.

1 ... Rb3+ 2 Kc4 Rb1 3 a4 Ra1 4 Kb3 Rb1+ 5 Ka2 Rb7 6 Ka3 Rb1 7 a5 Ra1+ 8 Kb4 Rb1+ 9 Kc5 Ra1 10 Kb6.

398. 1 Kd7 R×d5+ 2 Kc6! (but not 2 Ke8 Rc5 3 Bd4 Ka8!, when Black draws) **2 ... Rd2 3 Bd4+!! R×d4 4 Kb5 Rd5+ 5 Kb4 Rd4+ 6 Kb3 Rd3+ 7 Kc2,** and the pawn queens.

10 Kb5! Rb1+ 11 Bb4! would have been simpler:

a) 11 ... K×e5 12 f7 Rf1 13 f8=Q.

b) 11 ... Rf1 12 a6 K×e5 13 a7 Ra1 14 f7.

c) 11 ... Ra1 12 a6 Ra2 13 Ba5 Rb2+ 14 Kc6 Rb8 15 Bc7, and for the a-pawn Black has to give up his rook.

10 ... Rb1+ 11 Kc6 Ra1.

11 ... Rc1+ 12 Kb7 Rb1+ 13 Kc8 Ra1 14 Bc7 reduces in the end to the game continuation.

12 Bc7! Rc1+ 13 Kb7 Kd7.

If 13 ... Rb1+, then 14 Bb6! K×e5 15 a6 Ke6 (*15 ... K×f6 16 a7 Ra1 17 Bd4+*) 16 a7 Ra1 17 Bd4 Ra2 18 a8=Q, and White wins.

14 Bb6 Ke6 15 a6 K×e5 16 a7 Ra1 17 f7 Resigns.

And now an example where a draw can be achieved.

Schiffers–Asharin
St Petersburg, 1875

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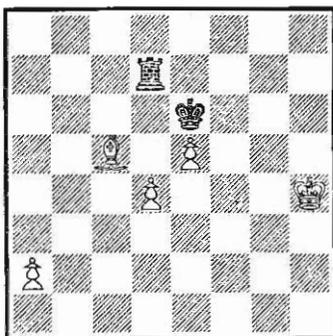
401. For the moment the white king is a long way from the pawns. Thanks to the fact that one of the pawns is a rook's pawn whose queening square is inaccessible to the bishop, Black is able to draw by sacrificing his rook for the other two pawns.

1 ... Rd5 2 a4 R×e5! 3 d×e5 K×e5 4 a5 Kd5 5 a6 Kc6 6 Kg5 Kc7 7 Ba7 Kc6. Drawn.

2.5 ROOK AND PAWN AGAINST BISHOP AND PAWN

In endings of this type the chances of the two sides depend in the first instance on whether or not the pawns are passed. Therefore it will be expedient to divide the examples into two groups.

2.51 The pawns are passed

A rook is superior to a bishop in stopping a passed pawn, and therefore usually the advantage will obviously be on the side of the rook, and only in the most exceptional cases on the side of the bishop.

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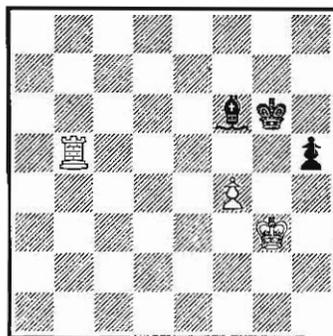
Here is an example of how to realize the advantage with rook against bishop.

402. White carries out a typical plan: he first pushes back the opposing king, and then advances his pawn to the queening square. The black pawn is not dangerous, and its advance is easily neutralized by the rook.

A possible variation is: **1 Kf3 Be7 2 Ke4 Bf6 3 Rb6.**

This is much simpler than 3 f5+ Kg5 4 Rb8 Bc3 5 Rg8+ Kf6, when, even after winning the pawn, White still has a lot of work to do before he can win the game.

3 ... h4 4 Ra6 Kf7.

If 4 ... h3, then 5 Ra3 h2 6 Rh3, while on 4 ... Kg7 there can follow 5 Kf5 Bd8 6 Ra7+ Kh6 7 Ra8 Be7 8 Re8, winning the pawn.

**5 Kf5 Bd8 6 Ra7+ Be7 7 Rb7 Kf8 8 Ke6
Bc5 9 f5 Kg8 10 f6 h3 11 Rb3 h2 12 Rg3+,**
and White wins.

The win is also straightforward in the following position.

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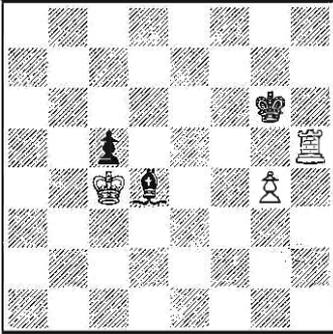
**403. 1 Kd3 Bf2 2 Rd5 Bd4 3 Ke4 Bg1
4 Kf4 Bh2+ 5 Kf3 Bg1 6 g5 Kh5** (if 6 ... c4,
then 7 Kg4 c3 8 Rd6+ Kf7 9 Rd3 c2 10 Rc3,
winning the pawn) **7 Kf4 c4 8 Rd1 Bc5 9 Kf5
Kh4 10 Rc1,** and the goal is achieved.

In these two examples White did not experience any difficulty, since the black pawn
was a long way from the queening square,
was not supported by the king, and hardly
diverted White from his main task—that of
advancing his own pawn.

If the opposing pawn is close to the queening square, the win becomes more difficult.
It is essential for this pawn to be neutralized.

Chess Player's Chronicle, 1856

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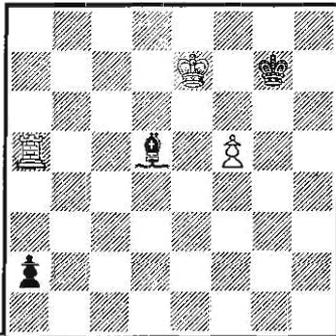
404. In this ending the rook usually has
two tasks—it has to support its own passed
pawn, and stop the opposing pawn, and therefore the rook must occupy the most active
position. Thus if here the rook was on the
1st rank, White would win easily by 1 Rg1+,
pushing back the enemy king and then advancing his pawn. Thus the rook has to be
switched to the 1st rank, but how can this
be done?

On 1 Ra4 or 1 Ra3 Black replies 1 ... Bc4!
or 1 ... Bb3!, while on 1 Ra6, with the threat
of Rg6–g1, there follows 1 ... Bf7!

The winning procedure is rather complicated. First the opponent must be given the
move: **1 Ra7 Bg8 2 Ra8! Bd5 3 Ra5! Bg8
4 Ra7! Bd5!**

The only move. 4 ... Bc4 or 4 ... Bb3 is
met by 5 Ra4 or 5 Ra3, while on 4 ... Bf7
there follows 5 Ra6! Bc4 6 Rg6+ Kh7 7 Rg1
Bd3 8 Rh1+!

5 Kd6+ Bf7 6 Ke5 Kh6 7 Kf6.

And now:

a) **7 ... Bg8 8 Ra8 Kh7 9 Ke7 Bd5 10
Ra6! Bc4.**

If 10 ... Kg7 11 Rg6+ Kh7 12 Rg1 Be4
13 Kf7!, or 10 ... Bg8 11 f6 Bc4 12 Ra7 Kg6
13 Ra4!

11 Ra7! Black is in *zugzwang*, and is unable
to prevent the switching of the rook. 11 ...
Bb3 is met by 12 f6 Kg6 13 Ra3!, 11 ... Kg7
by 12 f6+ Kg6 13 Ra4!, and 11 ... Bg8 by
12 Kf8+ Kh8 13 f6.

b) **7 ...Bd5 8 Ra3 Bb3 9 Ra8 Kh7** (9 ...
Bg8 loses to 10 Ke7 Bd5 11 Ra6+ Kh7 12 f6
Bc4 13 Ra5 Kg6 14 Ra4!) **10 Ke7 Bd5 11 Ra6!,**
and so on as in variation 'a'.

c) **7 ... Bb3 8 Ke7** etc.

405. White is markedly restricted by the
pawn at e3. Nevertheless, Chekhover thought
that, by exploiting certain features of the
position by rook manoeuvres, White could
win.

For example: **1 Kf3 Bg1 2 Rd5 Bf2 3 Rb5
Bg1 4 g5 Kh5 5 Rd5 Bf2 6 Re5 Bg1** (if

Chekhover, 1962

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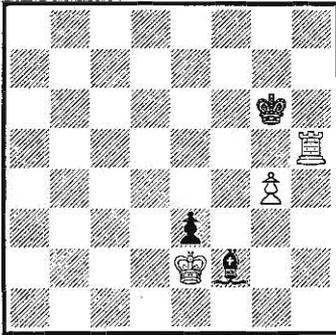
win or draw?

6 ... *Bh4*, then *7 Kf4 e2 8 R×e2 B×g5+
9 Kf5*, and White wins, since the black king
is badly placed) 7 Re8 (another tactical
point—due to a check from the rear the pawn
cannot be taken) 7 ... Bf2 8 Kf4 Kg6 9
Re6+ Kf7 10 Kf5 Bg1 11 g6+ Kg7 12 Re7+,
and White wins.

If on the 4th move Black replies **4 ... Bf2,**
then, according to Chekhover, there follows
5 Re5 Bh4 6 Kg4, and if 6 ... e2, then
7 Re6+ and 8 R×e2. But it transpires that
in this last variation Black's defence can be
improved. Instead of 5 ... Bh4 he must play
5 ... Kh5!, not allowing the white king to
reach g4. After **6 Kf4** he can now play **6 ...
Bh4,** when White is in *zugzwang*, and after
7 Kf5 B×g5 8 Re8 Kh4 the draw is obvious.

However, White could have attempted to
support his pawn in a rather different way.
Let us return to the position after Black's
1st move. Here, instead of 2 Rd5, to be con-
sidered is **2 Re5 Kf6!** (if 2 ... Bf2, then
3 Kf4, winning) **3 Re8 Kg5 4 Rg8+ Kf6
5 g5+ Kf7!** (Black has to defend accurately;
after 5 ... Kf5 6 Rf8+ Kg6 7 Kg4 White
achieves his goal) **6 Ra8 Bf2!** (if 6 ... Kg6,
then 7 Kg4) **7 Ra4!** (nothing is achieved by
7 Ra6 Bh4 8 g6+ Kg7 9 K×e3 Bf6, or
7 Ra5 Bh4 8 Re5 e2 9 K×e2 Kg6) **7 ... Kg6
8 Rg4 Be1** (the simplest, although it demands
exact calculation) **9 K×e3 Ba5 10 Rg2** (10

Rc4 Bd8 etc.) **10 ... Bd8 11 Kf4 Be7** with
a draw, since White has no way of freeing
himself.

In this type of ending there are a number
of positions in which it is not possible to
realize the material advantage. We will ac-
quaint the reader with the most typical.

Kudryashov–Averbakh
Yerevan, 1968

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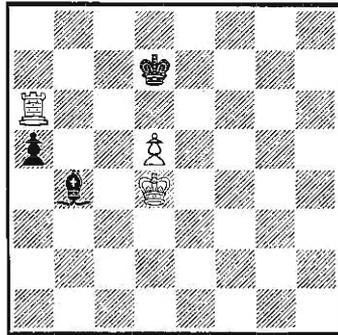
406. Black's pawn is very well placed: it
enables him to keep his bishop on the im-
portant b4 square, as a result of which the
white king has no way of occupying e5 or
c5. All White's winning attempts proved
fruitless: **1 Kc4 Be1 2 Rg6 Bb4 3 Kd4 Be1
4 Rc6 Bf2+ 5 Ke5 Bg3+ 6 Kf5 Be1 7 Rb6
Bb4 8 Rh6 Bd2 9 Rh2 Bb4 10 Ke4 Kd6 11
Rh7 Bc3 12 Kd3 Be1 13 Kc4 Bb4 14 Rh6+
Kd7 15 Kd4 Be1 16 Re6 Bb4.** Drawn.

Averbakh, 1981

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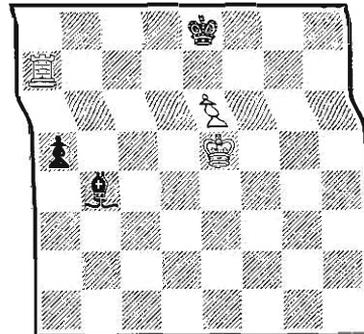
407. After **1 Ra8+ Ke7 2 Kd5** Black is in *zugzwang*, and his bishop is forced to abandon the important a3–f8 diagonal. However, White is unable to take advantage of this. For example: **2 ... Bc3 3 Ra7+ Ke8 4 e7 Kf7! 5 Kd6 Bb4+ 6 Kd7 B×e7**, with a draw.

However, it can happen that, in the ending arising after the exchange of pawns, the rook gets the upper hand over the bishop.

Averbakh, 1981
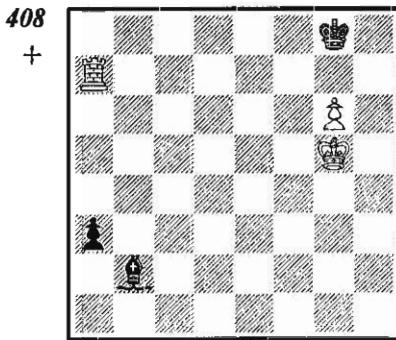
408. Everything proceeds as in the previous position: **1 Ra8+ Kg7 2 Kf5 Bc1 3 Ra7+ Kg8 4 g7 Kh7 5 Kf6 Bb2+ 6 Kf7 B×g7 7 R×a3,** but here White wins, since the black king is in the dangerous corner (322).

Note that the black pawn could also have been at b4, c5 or d6. By employing the same procedure of creating a *zugzwang* position, White forces the exchange of pawns and transposes into a won ending with rook against bishop.

We know that a rook and rook's pawn do not always win against a bishop, and therefore such positions deserve special consideration.

409. Black carries out a typical plan: he takes his king up to his pawn, then creates a *zugzwang* position, and, forcing the exchange of pawns, obtains a won ending with the opposing king in the dangerous corner.

Averbakh, 1981
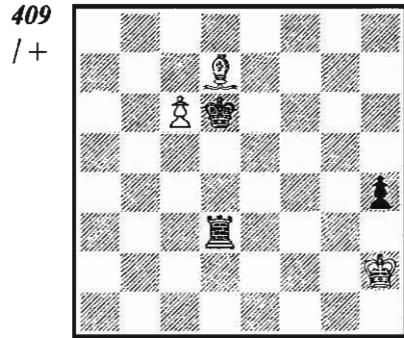
1 ... Rc3 2 Kg2 Ke5 3 Kh2 Kf4 4 Kg2 Rc2+ 5 Kh3 Kg5 6 Be8 Rc3+ 7 Kh2 h3 8 Bd7 Kh4 9 Bf5 (there is nothing better; if 9 Be8, then 9 ... Rc2+ and 10 ... Kg3) **9 ... R×c6 10 B×h3 Rc2+ 11 Bg2 Rd2 12 Kg1 Kg3,** and Black wins.

It is a quite different matter if the corner is the safe one, as in the following example.

Averbakh, 1980
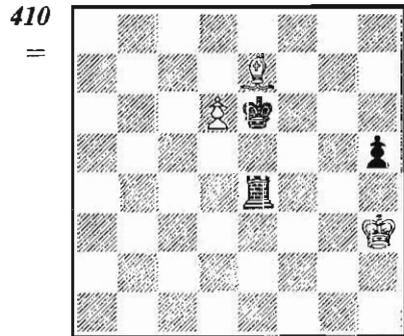
410. 1 ... Rd4 2 Kg3 Kf5 3 Kh3 Rd3+ 4 Kh4 Kg6 5 Bf8 Rd4+ 6 Kh3 h4 7 Be7 Kh5.

Up to here events have developed as in the previous example, but here a highly significant difference comes to light: **8 Bf6! R×d6** (if 8 ... Rd3+ 9 Kg2 Kg4, then 10 Be5) **9 Be5,** and we reach the drawn position 369.

But what if the bishop is on a less favourable diagonal? This case is seen in the following example.

Novotyelnov, 1974

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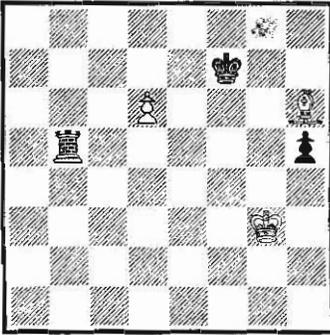
411. It is clear that 1 ... Ke6 or 1 ... Kg6 is wrong in view of 2 Bf8!, when the bishop reaches the vital h4–d8 diagonal. No better is 1 ... Rd5 in view of 2 Kh4! Kg6 3 Bf8 etc.

The only correct move is **1 ... Rb4!**, when the threat of 2 ... Rg4+ prevents 2 Bg5.

2 Kf3 Rd4 3 Bf4 (the bishop has to occupy a less favourable diagonal) **3 ... Ke6 4 Ke3 Ra4! 5 Kf3.**

The advance of the h-pawn was now threatened: 5 Bg3 h4 6 Bf4 Ra2, and the pawn cannot be stopped.

5 ... Ra3+ 6 Ke2 Rb3! 7 Kf2 Kf5 8 Bg3 Rd3 9 Bh2.

9 Kg2 Kg4 10 Be5 simplifies things for Black: 10 ... Rd5 11 Bh2 Rd2+ 12 Kh1 Kf3 13 Be5 Rd5 14 Bh2 Rd1+ etc.

9 ... Rh3! 10 Kg2 Ra3 11 Kf2 Ke4 12 Bg3 Rd3.

Having deployed his forces in the best way possible, Black is ready to continue the offensive. If now 13 Bh2, then 13 ... Rd2+ 14 Ke1 (*14 Kg1 Kf3* is considered in the notes to White's 9th move) 14 ... R×h2! 15 d7 Ke3, and wins.

13 Kg2 Rd2+ 14 Kh3 Kf3 15 Kh4 Rd4+ 16 Kh3 Rd1 17 Be5 Rh1+ 18 Bh2 Kf2! (having created a *zugzwang* position, Black forces the opponent to advance his pawn) **19 d7 Rd1 20 Kh4 R×d7 21 Bf4 Kf3 22 Bh6** (22 Bg5 Rh7) **22 ... Rd5 23 Bg5.**

White has merely gained a local success — he wins the pawn.

23 ... Ke4! 24 K×h5 Kf5 25 Kh4 Rd4+ 26 Kh5 Rd1. and Black wins.

But what if on the 8th move White had tried to switch his bishop to the d8–h4 diagonal? Let us see:

8 Bh6 Kg4 9 Ke2.

Weaker is 9 Kg2 Rd3 10 Bf8 Rd2+ 11 Kf1 Kf3 12 Ke1 (*12 Kg1 Kg3 13 Kf1 Rf2+*) 12 ... Rd4 13 Be7 Rd5 14 Bf8 h4, and wins.

9 ... Rb5 10 Bf8.

If 10 Ke3, then 10 ... Rf5 11 Bg7 Rd5 12 Bf8 h4 13 Be7 h3 14 Kf2 h2 15 Kg2 Rd2+ 16 Kh1 Kh3.

10 ... Re5+ 11 Kd3 h4 (now that the opposing king is a long way from the pawn, it can be advanced) 12 Kd4 Re8 13 Be7.

No better is 13 Bg7 in view of 13 ... Kf5! 14 d7 Rd8 15 Ke3 R×d7, when the bishop has no good retreat square. If, for example, 16 Bh6, then 16 ... h3 17 Kf2 h2 18 Kg2 Rh7, on 16 Bc3 even 16 ... Rd3+! is possible, and, finally, 16 Bf8 is met by 16 ... h3 17 Kf2 h2 18 Kg2 Rd2+ 19 Kh1 Kg4.

13 ... h3 14 d7 Rg8 15 Bd6 Rd8 16 Ke3 R×d7 17 Bh2 Rf7! (the remainder is simple, since the opposing king is cut off from the pawn) 18 Ke2 Rf3 19 Ke1 Rg3! 20 Kf1 Rg2 21 Bd6 Kf3, and Black wins.

Thus the fact that White's bishop was on a less favourable diagonal led to his defeat, although the winning procedure demanded of Black considerable effort and great accuracy.

Tal–Lengyel
Miskolc, 1964

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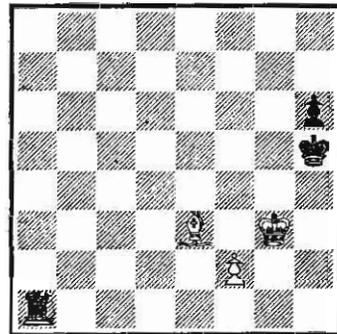
412. Here White's pawn is very well placed, defending his king against possible attacks from the flank. The position constitutes a fortress, of which the black pieces are unable to take possession.

1 Kh3 Rg1 2 Kh2 Rg8 3 Kh3 Rg6 4 Bf4 Rc6 5 Be3 Rc4 6 Kg3 Ra4 7 Kh3 Ra1 8 Kg3 Rg1+ 9 Kh3 Rg6 10 Bf4 Rg8. Drawn.

Note that Black would not have achieved anything by advancing the pawn, e. g. 1 ... Ra4 2 Kg3 Kg6 3 Kh3 h5 4 Kg3 h4+ 5 Kh3 Kh5 6 Bb6 Ra3+ 7 Be3 Rb3 8 Kg2 Kg4 9 Bc5 h3+ 10 Kh2 Rb7 11 Be3 Kf3 12 Bc5 Rg7 13 Be3 Rg6 14 Bd4, and Black's initiative comes to nothing.

We will now examine a few examples in which the king of the side with the bishop is fairly active, and is supporting its own pawn.

Larsen–Olafsson
Moscow, 1959

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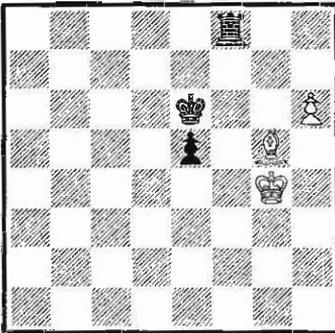
413. Here it is only the proximity to the edge of the board that enables Black to win, since the white king becomes trapped.

1 ... Rg8 2 Kh5 Kf5 3 Bh4 Rh8! (Black switches his rook to a favourable position on the 7th rank) **4 Bg5 Rh7 5 Be3 Rb7.**

In the game Black made several waiting moves, but we will omit them.

6 Bg5 e4 7 Be3 Rb3! (7 Bd2 Rb2 or 7 Bc1 Rb1 comes to the same thing; now White loses after 8 h7 R×e3 9 Kh4 Re1) **8 Bg5 Rh3+ 9 Bh4 e3!! 10 h7 e2 11 h8=Q.**

White would appear to have been successful, since he has been the first to queen. But after **11 ... R×h4+!** he had to resign, since 12 K×h4 e1=Q+ 13 Kh3 Qh1+ leads to the loss of his queen.

Vidmar–Tartakover
Semmering, 1926

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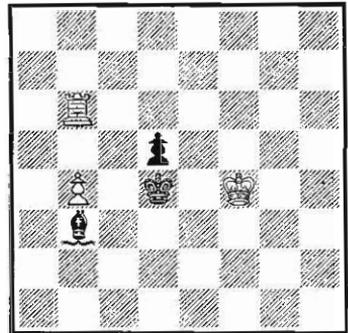
414. Had it been Black's move, he would have drawn by 1 ... Ba4 followed by 2 ... Kc4 and 3 ... Bb5, immediately eliminating 'enemy No.1'—the white pawn.

But it was White's move, and he played **1 Rc6!**, cutting off the opposing king from the passed pawn. It should be noted that 1 b5 would not have won, in view of 1 ... Kc5 2 Rb8 Bc4 3 b6 Kc6 followed by 4 ... Ba6 and 5 ... Bb7, eliminating the pawn.

1 ... Bc4 2 Kf3!

Another good move. If 2 Kf5, Black loses after 2 ... Kc3 3 b5 d4 4 b6 d3 5 Rd6 d2 (*5 ... Ba6 6 Ke4*) 6 Ke4 Ba6 7 Ke3 Kc4 8 R×d2 Kc5 9 Rb2, when White wins by taking his king to a5, but possible is 2 ... Kd3!, with a draw after 3 Ke5 d4 4 Rc8 (*4 Rd6 Kc3*) 4 ... Kc3 5 b5 d3 6 b6 d2, or 3 Rc5 Kc3 4 b5 d4 5 b6 d3 6 b7 d2 7 b8=Q d1 = Q.

The move in the game has the aim of not allowing the black pawn to advance, since 2 ... Kc3 is decisively met by 3 b5 d4 (*3 ... Kb4 4 b6*) 4 b6 d3 5 R×c4+ K×c4 6 b7 d2 7 Ke2.

2 ... Kd3 3 Kf2 Kd4.

Black is forced to wait passively for what White will undertake. 3 ... Kd2 loses to 4 Rc5 Kd3 5 b5 Kd4 6 b6.

4 Ke1 Bb5 (if 4 ... Kd3, then 5 Kd1 Bb3+ 6 Kc1 Bc4 7 Kb2, and for the b-pawn Black will be forced to give up his bishop) **5 Rc5 Be8 6 Kd2 Ba4 7 Kc1 Be8 8 Kb2 Ba4 9 Ka3 Be8 10 Kb3.**

White's king has come to the aid of his pawn, and the rest does not present any difficulty. The black pieces are gradually pushed back, and then the b-pawn begins advancing.

10 ... Bd7 11 Rc1 Bb5 12 Rd1+ Ke5 13 Kc3 Bd7 14 Ra1.

White is not afraid of 14 ... d4+, on which there follows 15 Kc4 Be6+ 16 Kc5, but simpler was 14 Re1+ Kd6 15 Kd4!, and if 15 ... Kc6, then 16 Re5.

14 ... Bb5 15 Ra5 Bf1 16 Rc5 Kd6 (16 ... Ke4 is met by 17 b5 d4+ 18 Kd2) **17 Kd4 Ba6 18 b5** (the simplest) **18 ... Bb7 19 Rc1 Ba8 20 Rg1 Kc7 21 Kc5 Bb7 22 Rg7+ Kb8 23 Kb6 Bc8 24 Rg8 d4 25 Kc6,** and Black terminated his resistance.

Smyslov–Averbakh
Leningrad, 1960
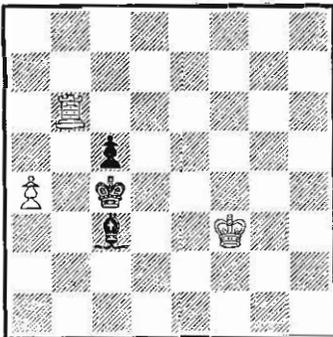
415. The position resembles the previous one somewhat, except that it has been moved one file to the left. The fact that White's pas-

sed pawn is on the rook's file reduces his chances, and Black is able to draw.

1 ... Kd3! 2 Rd6+.

2 Rb3 Kc4 leads only to a draw:

a) 3 R×c3+ K×c3 4 a5 c4 5 a6 Kb2 6 a7 c3 7 a8=Q c2.

b) 3 Ra3 Ba5 4 Ke4 Kb4 5 Ra1 c4 6 Kd4 c3 7 Rb1+ Ka3! 8 Kd3 c2.

2 ... Kc4! (but not 2 ... Bd4 3 a5 c4 4 a6 c3 5 a7 c2 6 a8=Q c1=Q 7 Qe4+, when White wins) **3 Ke4 Kb4 4 Kd5! Bd4.**

4 ... K×a4 loses to 5 Kc4!, when the black king is in a mating net.

5 Ra6 Bg1 6 a5 Bd4 7 Ra8 (7 Kc6 c4) **7 ... Kb5 8 a6 Kb6 9 Kc4 Ba1 10 Re8.**

Both sides make mistakes in turn. Instead of 9 ... Ba1?, correct was 9 ... Bf2 or 9 ... Be3, since now White could have won by 10 Rb8+! Ka7 11 Rd8 Bd4(e5) 12 Kb5 Be3 13 Rd7+ and 14 a7.

10 ... Bd4 11 Re6+ Ka7 12 Kd5.

If 12 Kb5, then of course 12 ... c4! with a draw (366).

12 ... Bg1 13 Rg6 Bf2. Drawn.

Gufeld–Bagirov
Leningrad, 1963
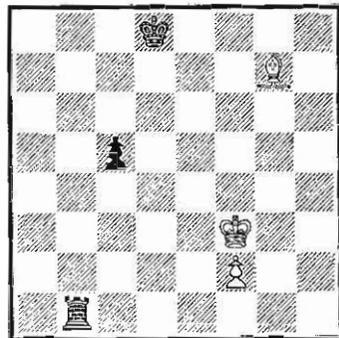
416. Here the distance between the pawns is two files, and therefore Black to move would win easily by cutting off the opposing king to the maximum extent. Possible, for example, is the following continuation: 1 ... Re1! 2 Bc3 Re6 3 Kf4 (*3 Bd2 c4 4 Be3 c3 5*

Ke2 Rd6) 3 ... c4 4 Kf5 Ke7 5 f4 Re3 6 Bd4 Rh3, and the pawn queens.

But in the game it was White to move, and he of course played **1 Ke4!,** bringing his king nearer to the opponent's pawn.

1 ... Rd1.

Moving the king to the Q-side, to support the pawn, promises little: 1 ... Kc7 2 Kd5 Kb6 3 f4 Rd1+ 4 Ke6 c4 5 f5, and White's pawn is no less dangerous than Black's.

2 Bf8 c4 3 Bb4 Kd7 4 f4 Rc1.

It was shown by Henkin that this move somewhat simplifies White's task. More accurate was 4 ... **Rd3!,** for the moment not allowing the bishop to go to c3. But even then, as the variations given by him show, after **5 f5** White would have been able to hold the draw. Black has two active possibilities: he can either take his king up to the opposing pawn, or he can go to the support of his own:

a) **5 ... Ke8 6 Ba5 Kf7 7 Be1 Kg7 8 Ba5 Kf6 9 Be1 Kg5 10 Bb4 Rh3** (10 ... Rd7 11 Bc3) **11 Kd4 Rh4+ 12 Kc5**

A typical defensive manoeuvre, which we have already seen several times. Now White succeeds in eliminating the opposing pawn.

12 ... K×f5 13 Bc3, with a draw, since there is no way of preventing 14 Bd4 and 15 K×c4.

b) **5 ... Kd8** (Black tries to prepare the advance of his king to his own pawn) **6 Be1 Ke7 7 Ba5 Kd6 8 Bb4+ Kd7 9 Ba5 Kc6 10 Be1 Rh3** (if 11 ... Kb5, then 12 f6) **11 f6! Kd6 12 Kd4,** with a draw.

The game (after *4 ... Rc1*) in fact continued:

5 Kd4 Kc6 6 Bc3 Kb5 7 f5 Rd1+ 8 Ke4 Kc5 9 f6 Kd6 10 Be5+ Ke6 11 Bc3 Rd3 12 Ba1! (the bishop is firmly established on the long diagonal, and cannot be driven off it) 12 ... Kf7 13 Bb2.

Of course, not 13 Bd4 or 13 Be5 in view of 13 ... Rh3, when the black pawn queens.

13 ... Kg8 14 Ba1 Kf8 15 Bb2, and the game ended in a draw.

Here are two further examples, where clever play enables the dangerous opposing passed pawn to be eliminated, and a draw obtained.

Selezniev, 1919

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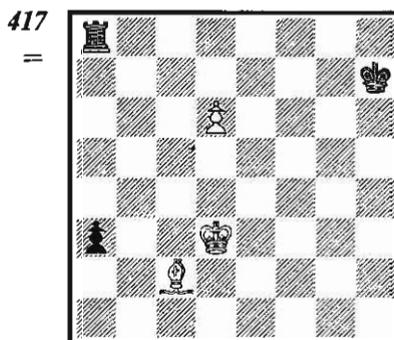
417. At first sight there seems no way of stopping the black pawn, but there follows **1 d7! a2.**

If 1 ... Kg7, then 2 Bb3! Kf6 3 Kc2 Ke7 4 Kb1 K×d7 5 Ka2, with a theoretical draw (366).

2 d8=Q! R×d8+ 3 Kc3+ Kg7 4 Kb2 Rd2 5 Ka1!, and the situation is clarified. 5 ... R×c2 leads to stalemate, while otherwise White plays 6 Bb3, winning the pawn.

Holtzhausen, 1903

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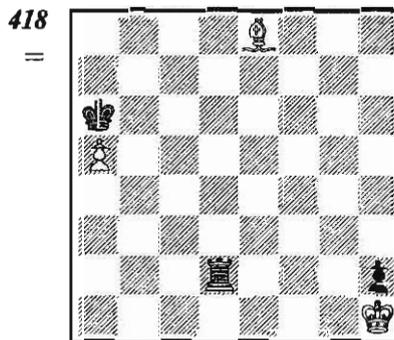
418. In order to eliminate the black pawn, the bishop must reach g2. But if 1 Bc6?, then after 1 ... Rd6! and 2 ... Rh6 Black defends

168

his pawn from the rear, and wins. On 1 Bg6 or 1 Bh5 there again follows 1 ... Rd6!, e.g. (after *1 Bh5*) 2 Be2+ K×a5, and 3 K×h2 fails to 3 ... Rd2, winning the bishop.

White has only one saving continuation: **1 Bf7! K×a5** (if 1 ... Rd7, then 2 Bc4+ and 3 K×h2) **2 Be6! Rd6 3 Bh3! Rd2 4 Bg2,** and White has carried out his plan. Draw.

If the pawn of the side with the bishop is one step away from queening, and the opponent's pieces are badly placed, it may even prove possible to win with the bishop.

Here we will consider a few such examples.

Zakhodyakin, 1934

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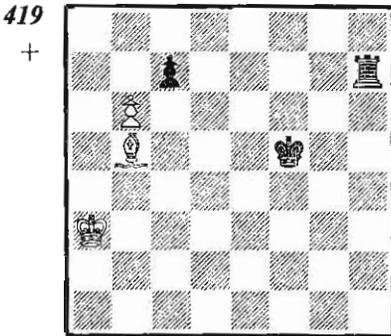
419. The unfortunate position of the enemy king allows White after **1 b7 Rh8 2 Bd7+** and 3 Bc8 to queen his pawn, and therefore Black replies **1 ... Rh3+! 2 Ka2!!**

Only this move wins. Both 2 Ka4(b4) Rh8 3 Bd7+ Ke5 4 Bc8 Rh1! and 2 Kb2 Rh8 3 Bd7+ Ke5 4 Bc8 Rh6! allow Black to draw.

2 ... Rh2+ 3 Ka1 Rh1+ 4 Bf1! R×f1+ (4 ... Rh8 also loses after 5 Bh3+! Ke5 6 Bc8 Rh1+ 7 Ka1! Rh2+ 8 Ka3, when the checks come to an end) **5 Kb2 Rf2+ 6 Kc3 Rf3+ 7 Kc4 Rf4+ 8 Kc5,** and the pawn cannot be stopped.

420. White has the decisive **1 Bd6!** (after 1 Bc5 Rd8 2 Bf8 Rd4+ and 3 ... Rg4 Black gains a draw, whereas now 1 ... Rd4+ 2 Kh5 Rg4 loses to 3 Bf4+ and 4 Bg5) **1 ... Rh1+ 2 Bh2! R×h2+ 3 Kg3 Rh1 4 Kf2 Rh2+ 5 Kf3!**

V. Platov, 1906

420.
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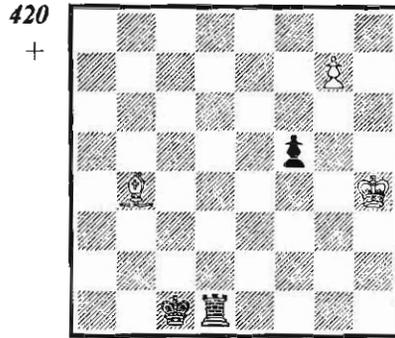
A draw results from 5 Kg1 Rh4 and 6 ... Rg4+, so White must first eliminate the black pawn.

5 ... Rh3+ 6 Kf4 Rh4+ 7 K×f5 Rh5+ 8 Kf4, and White wins by penetrating with his king to g2.

Prokes, 1941

421.
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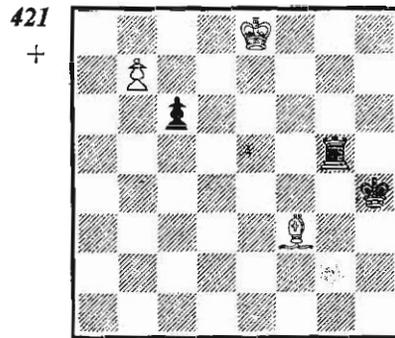
421. After **1 Bd5! Rh5 2 Kf8 c×d5** (2 ... Rh8+ 3 Bg8) **3 Kg7** Black cannot stop the pawn, e.g. **3 ... Rg5+ 4 Kf7 Rf5+ 5 Ke7 Re5+ 6 Kd7.**

2.52 The pawns are not passed

If the pawns are not passed, there are three cases when it is possible to win with rook against bishop:

1) When the enemy pawn can be captured, and a won ending obtained.

2) When a mating net can be created around the opposing king.

3) When the bishop can be won.

We will first examine a basic *drawn position*, which is characteristic of this type of ending.

Rubinstein–Tartakover
Vienna, 1922

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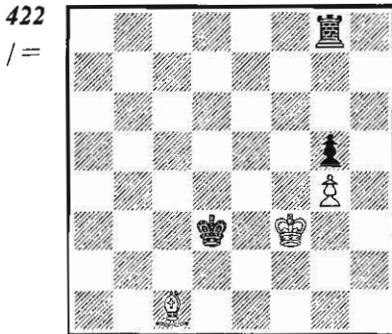
422. Black is tied to the defence of his pawn, which prevents him from attacking the white king with both pieces. He could win if he were able to reach h4 with his king, but this cannot be done, since 1 ... Kc2 can be met by 2 B×g5! R×g5 3 Kf4 Rg8 4 g5 Kd3 5 Kf5 Kd4 6 g6 Kd5 7 Kf6 Kd6 8 Kf7, with a draw.

Black nevertheless attempted to play for a win: **1 ... Kd4 2 Bd2 Ke5 3 Be3 Kf6 4 Bd4+ Kg6 5 Be3 Rb8.**

For the moment he defends the pawn with his king, and tries to improve the position of his rook.

6 Bd2 Rb5 7 Ke4 Kf6 8 Bc3+ Ke6 9 Bd2 Kd6 10 Be3 Kc6 11 Bd2 Kb6 12 Be3+ Ka5 13 Bd2+ Ka4 14 Be3 Kb3 15 Bc1 Kc2.

Black seems to have achieved some success, but White again exploits the remote position of the opposing king, and after **16 B×g5! R×g5 17 Kf4** the familiar drawn ending with pawn against rook is again reached.

The impression might be gained that Black was unable to create any serious threats, only because one of his pieces was tied to defending his pawn. But in fact White could have defended differently—instead of 5 Be3, no worse was 5 Be5 Rc8 6 Bg3, when, as the reader can check for himself, Black is powerless to take the resulting fortress by storm.

If, with blocked pawns, the bishop is unable to attack the opposing pawn, this significantly increases the winning chances, since both pieces—king and rook— are able to take part is the attack.

Here is a typical position, where it is possible to win with rook against bishop.

Fine, 1941

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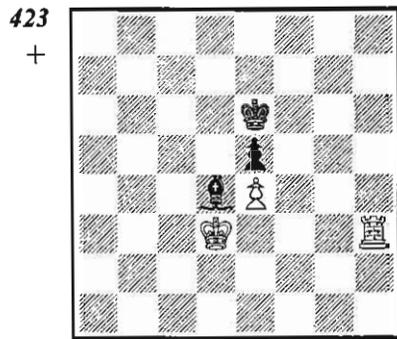
423. 1 Kc4 Kd6 2 Rh6+ Kd7 3 Kd5 Ke7 4 Rh7+.

White's plan is to drive back the opposing king, and then, by giving up his rook for bishop and pawn, obtain a won pawn ending.

4 ... Kf6.

If 4 ... Ke8, then 5 Ke6 Kf8 6 Rh8+ Kg7 7 Rb8! Bc3 8 Ke7 Bd4 9 Rb1 Bc5+ (*9 ... Be3 10 Rf1 Bf4 11 Rg1+*, pushing the king back still further) 10 Ke6 Bd4 11 Rf1 followed by 12 Rf5 and 13 R×e5.

5 Kd6 Bc3 6 Rb7! Bd4 (6 ... Bd2 is met by 7 Rb8 Bf4 8 Rf8+) **7 Rb3 Kf7 8 Kd7 Kf6 9 Rf3+ Kg6 10 Ke6,** followed by **11 Rf5** and **12 R×e5.**

It is clear that the position obtained by moving example 423 one rank up the board will be easily won for White, since after driving away the opposing king he can give up his rook for bishop and pawn.

Of interest to us will be positions obtained by moving example 423 one or two ranks down the board, since in this case it is more difficult to drive the black king to the edge of the board.

from **Enevoldsen, 1949**
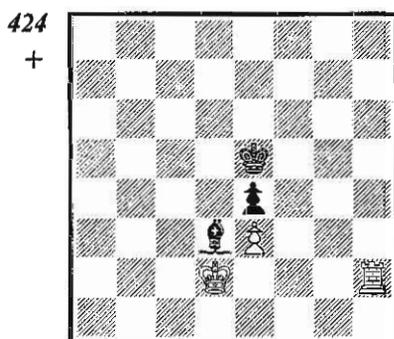
424. Here, up to a certain point, the driving-back procedure is similar to that in the previous example: **1 Kc3 Kd5 2 Rh5+ Kd6 3 Kd4 Ke6 4 Rh6+ Kf5 5 Rb6 Bc2 6 Kd5 Bd3 7 Rb2 Kf6 8 Kd6 Kf7 9 Rf2+ Ke8 10 Rf5 Bc2 11 Rc5 Bb1 12 Rc7 Bd3 13 Re7+ Kd8.**

Nothing is changed by 13 ... Kf8 14 Ke6 Bc4+ 15 Kf6 Bd3 16 Re5! Kg8 (*16 ... Bc2 17 Rc5,* or *16 ... Bb1 17 Rb5*) 17 Re8+ Kh7 18 Rf8, and White wins after 19 Ke5, 20 Rf4 and 21 R×e4.

14 Re5! Bc2 15 Rb5! Ke8 16 Ke6 Kd8 (16 ... Kf8 17 Rf5+ Ke8 18 Rc5! comes to the same thing) **17 Rd5+ Ke8 18 Rc5 Bb3+ 19 Ke5,** and White wins the pawn, and with it the game.

If instead of 4 ... Kf5 Black had replied 4 ... Ke7, there could have followed 5 Ke5 Kd7 6 Rd6+ Ke7 7 Rd4 Bc2 8 Rc4 Bd3 9 Rc7+ Kd8 10 Kd6, when White wins as already examined.

Rohacek–Stoltz
Munich, 1942
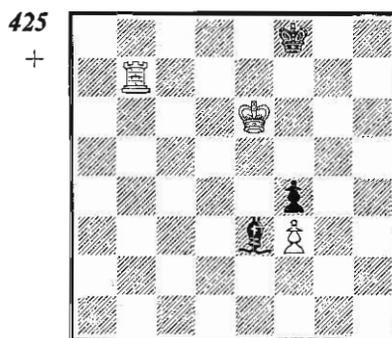
425. This example shows that there are also other ways of driving back the king.

1 Rf7+ Ke8 2 Rf5! Bd2 3 Kf6 (as we know, 3 Rc5 Kf8 4 Kf6 Ke8 5 Re5+ Kf8 6 Rd5 also wins) **3 ... Kf8** (or 3 ... Bc3+ 4 Kg6 Bd2 5 Kg7 Bc3+ 6 Kg8! Bd2 7 Re5+, and the king is pushed back) **4 Rc5 Kg8 5 Rc8+ Kh7 6 Kf7,** and Black resigned, since after 7 Rg8 his king is pushed back, and White wins without difficulty.

from **Enevoldsen, 1949**
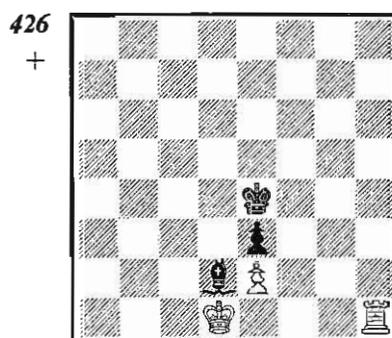
426. To win White must drive the black king back to the 8th rank, after which he can give up his rook for bishop and pawn. The driving-back procedure is the same as in the preceding examples.

1 Kc2 Kd4 2 Rh4+ Kd5 3 Kd3 Ke5 4 Rh5+ Ke6 (after 4 ... Kf4 5 Rc5 Kg4 6 Ke4 Black can resign) **5 Ke4 Kd6 6 Rd5+ Ke6 7 Rc5 Kd6 8 Rc4! Ke6 9 Rc6+ Kd7 10 Kd5 Ke7 11 Re6+**

Kf7 12 Re4! Bc1 13 Rb4 Ke7 14 Ke5 Kd7 15 Rd4+ Ke7 16 Rc4! Bd2 17 Rc7+ Kd8 18 Rh7 Bc1 19 Ke4 Bd2 20 Rh3 and 21 R×e3.

The special features of such endings, when the pawns are on the knight's file, are shown by the following examples.

Enevoldsen, 1949

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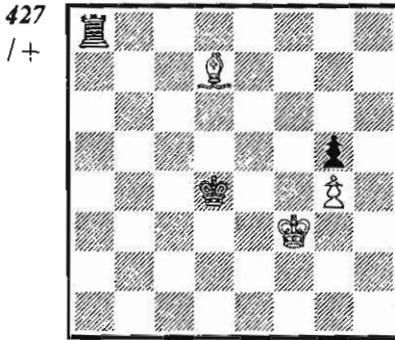
427. 1 ... Ra3+ 2 Kg2 Ke4 3 Bf5+ Kf4 4 Be6 Rd3 5 Bf5 Rd2+ 6 Kh3 (if 6 Kg1, then 6 ... Kg3 7 Kf1 Rf2+ 8 Kg1 Rf4! etc.) 6 ... Kf3! 7 Be6 Rd6 8 Bf7 Rh6+ 9 Bh5 Kf2 10 Kh2 R×h5+! 11 g×h5 g4 12 h6 g3+ 13 Kh3 g2 14 h7 g1=Q 15 h8=Q Qg3 mate.

Enevoldsen, 1949

428
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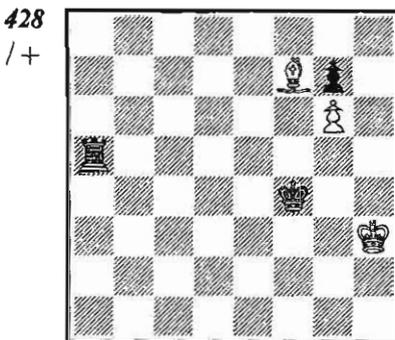
428. 1 ... Rh5+ 2 Kg2 Rh6 3 Be8 Rh8 4 Bf7 Rh5 5 Be8 Re5!

The rook manoeuvres have the aim of keeping the white king away from the best square h3.

6 Bf7 Re3 7 Kf2 Rf3+ 8 Kg2 Rg3+ 9 Kf2 Re3 10 Kg2 (10 Bd5 is met by 10 ... Rd3,

and 10 Ba2 by 10 ... Rf3+) 10 ... Kg4 11 Kf2 Rf3+ 12 Kg2 Rf6! 13 Be8 Rd6! 14 Kf2 Rd2+ 15 Ke3 Rb2 16 Bf7 Kg3, followed by 17 ... Rf2 and 18 ... Rf6, when Black can exchange his rook for the bishop and pawn.

Romanovsky–I. Rabinovich
Leningrad, 1924

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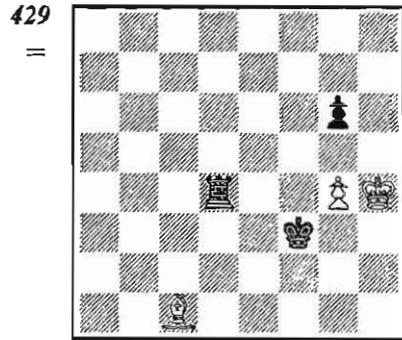
429. Here White loses his pawn, but draws by threatening the enemy pawn.

1 Kg5! R×g4+ 2 Kf6 Rc4 (3 Bg5 was threatened) 3 Bh6!

As shown by Romanovsky, 3 Bb2 would have lost to 3 ... Rc2! and 4 ... Rg2, but now 3 ... Rc6+ is met by 4 Kg5, 5 Bg7 and 6 Bf6, eliminating the pawn.

3 ... Kg4 4 K×g6 Rc6+ 5 Kg7 Kf5 6 Be3. Drawn.

The defence in such endings demands accuracy.

Gligoric–Polugayevsky
Amsterdam, 1970

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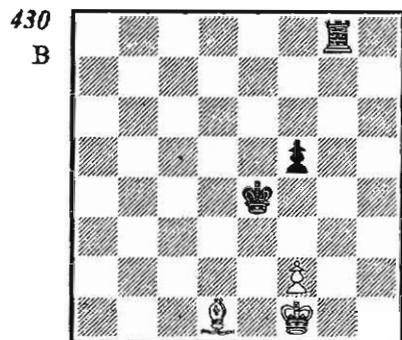
430. To win, Black must succeed in advancing his pawn to f3, but the immediate 1 ... f4 allows 2 Bc2+ Kf3 3 BdI+ Ke4 4 Bc2+ Ke5 5 Ke2 with an immediate draw. Therefore he first attempts to drive away the bishop.

1 ... Rd8 2 Ba4?

This loses in rather curious fashion. 2 Be2 was also bad because of 2 ... f4 3 Kg2 Rg8+ 4 Kf1 f3. Correct was 2 Bh5!, and if 2 ... Rh8 3 Bf7, since on 3 ... f4 White draws by 4 Kg2 f3+ 5 Kg3 Rh6 6 Be8.

2 ... Rc8!

The bishop unexpectedly finds itself 'off-side', and is unable to come to the aid of its king.

3 Bd7 (there is nothing better; if 3 Bb3 f4 4 Kg2 Rc7, followed by 5 ... Rg7+ and 6 ... f3) **3 ... Rc5!**

Threatening 4 ... Kf3, and attacking the important h5 square in advance. Now 4 Be8 is met by 4 ... f4 5 Bg6+ Kf3, when there is no check at h5, while on 4 Kg2 there follows 4 ... f4 5 Bg4 Rg5.

4 Ke2 f4 5 Be8 f3+ 6 Kd2 Rd5+ 7 Kc2 Kf4 8 Bf7 Rg5.

The loss of the pawn is inevitable: 9 Kd2 Rg2 10 Kel Rg1+ 11 Kd2 Rf1, and therefore White resigned.

The problems which have to be solved if the pawns are on adjacent files are shown by the following examples.

Averbakh, 1981

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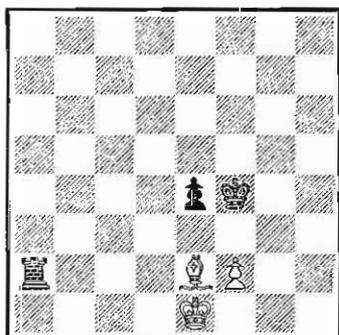
431. White appears to be in more danger here than in the previous example. The threat is 1 ... Ra1+ 2 Kd2 (*2 Bd1 e3*) 2 ... Rh1 3 Bd1 (*3 Bc4 Kf3*) 3 ... Rh2 4 Ke1 e3, when Black wins. No better, for example, is 1 Bh5 in view of the same rook manoeuvre: 1 ... Ra1+ 2 Ke2 Rh1 3 Be8 Rh2 4 Ke1 Kf3. Also bad is 1 Bd1 e3.

White saves the draw by transferring his king to g2: **1 Kf1! Ra1+ 2 Kg2 Rb1 3 Bh5!**

Another precise move. 3 Bc4 loses to 3 ... Rb2 4 Kg1 Kf3, and also inadequate is 3 Bf1 Rb2 4 Kg1 e3 5 f×e3+ Kg3! 6 e4 Rb1 7 e5 Re1 etc.

3 ... Re1 4 Be8 Re2 5 Kf1 Rd2 6 Bh5, with a draw.

If this position is moved one file to the right, does this alter the evaluation?

from Barcza, 1967

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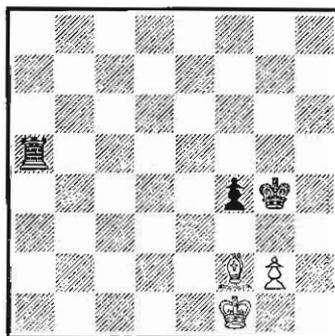
432. The first impression is that White's position is even worse. If, for example, 1 Kg1 as in the previous example, then Black wins after 1 ... Ra1+ 2 Kh2 Rc1 3 Bd4 Rc2 4 Kg1 Kg3. As before, 1 Be1 loses to 1 ... f3.

The only correct move is **1 Ke1!** If now Black carries out his threat of attacking the pawn from the right—**1 ... Ra1+ 2 Ke2 Rh1**, then 3 Be1! Rh2 4 Kf1 is possible, and if 4 ... f3 5 g×f3+ K×f3 6 Kg1 Rg2+ 7 Kh1!, reaching the theoretically drawn position 321. The waiting move 2 ... Rc1 looks more dangerous, when White again has only

one reply—**3 Kd2!** (as before, bad is 3 Be1 Rc2+ 4 Kf1 f3) **3 ... Rh1 4 Ke2 Rh4 5 Kf1 f3 6 Kg1!**

This is the point! White exploits a study-like possibility, since the bishop's pawn and rook are unable to win against the bishop.

6 ... R×g2+ 7 Kf1, and, with colours reversed, we have the drawn position 352.
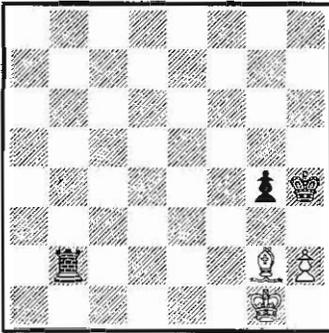
433. Here White has no useful moves: **1 Bf1 g3,** or **1 Be4 Kh3,** or, finally, **1 Kf1 Ra2 2 Kg1 g3.**
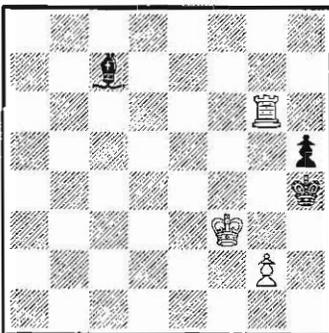
434. The first impression is that Black's position is hopeless, since his king is trapped. But after, for example, 1 Ke4 Bg3 2 Kf5 Bf2 3 Kf4 Bg3+! it transpires that the win is not so easy. The correct play involves a complete regrouping of the pieces.

1 Rc6 Bb8.

Black loses quickly after 1 ... Be5 2 Rc4+ Kg5 3 Rc5 Kf5 4 g3, when the white king makes for the h-pawn via g2 and h3.

2 Rc4+ Kg5 3 Rd4 Bc7.

If 3 ... Ba7, then 4 Rd5+ Kg6 (*4 ... Kh4 5 g3+*) 5 g3 Bb8 6 Kg2, and the king goes to h4. In the event of 3 ... Bh2 White wins by 4 g3 Bg1 5 Rd5+ Kg6 6 Kf4 Bf2 (or *6 ... Bh2 7 Rd2* and *8 Rd6+*) 7 Rd6+ Kg7 8 Rd2 Be1 9 Re2 and 10 Kg5.

4 g3 Bb8 5 Rd5+ Kg6 6 Kg2, and the king goes to h4, winning the h-pawn.

Endings with rook's pawns are the most difficult. The following is a classic example.

Salwe-Rubinstein
Prague, 1909
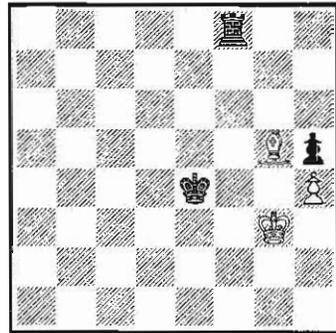
435. Black succeeded in winning by driving the opponent's king away from the pawns, and on the basis of this result the position was considered to be a win. But in 1954 Baranov showed that White had not defended in the best way, and that against correct defence Rubinstein's plan—that of driving the opponent's king beyond the c-file—would have been unrealizable.

This conclusion threw the theorists into confusion, since the position had to be considered drawn. And it was only in 1963 that Maizelis showed that Rubinstein's plan was altogether incorrect: the king should not be chased out of the corner, but, on the contrary, it should be squeezed onto the h-file.

Let us first see how the game proceeded. **1 ... Rf7 2 Bh6 Rf3+ 3 Kg2 Rd3 4 Bg5 Kf5 5 Kf2 Kg4 6 Ke2.**

The attempt to keep the king in the h1 corner does not work, e.g.: 6 Kg2 Rc3 7 Kf2 Rc2+ 8 Kg1 Kg3 9 Kf1 Rc6 10 Kg1 Re6 11 Kf1 Re8, and Black wins.

6 ... Rf3 7 Bh6 Kg3 8 Bg5 Rf8 9 Ke3 Re8+ 10 Kd3 Kf3 11 Kd4 Re6.

The white king has been pushed back, but not far enough, and in the event of the sacrifice of rook for bishop and pawn it reaches f1 in time. For example: 11 ... Re4+ 12 Kd3 Rg4 13 Kd2 Kg3 14 Ke1 R×h4 15 B×h4+ K×h4 16 Kf1.

To win, Black must drive the king either beyond the c-file, or above the 4th rank. He was able to do the latter, thanks to ... active help by White.

12 Kd5?

Baranov found that it was this move that was the cause of White's defeat. The king voluntarily moves further away from the f1 square. We will examine the correct continuation later, but for the moment will continue our analysis of the game.

12 ... Re4 13 Bf6 Kf4 14 Bd8 Kf5 15 Bg5 Rg4 (threatening, incidentally, *16 ... R×g5*) 16 Be7 Rg7 17 Bf8 Rd7+ 18 Kc6.

The pawn is lost immediately after 18 Kc4 Kg4.

18 ... Rd4 19 Be7 Ke6 20 Kc5 (otherwise *20 ... Rc4+*, when the king is cut off beyond the c-file) 20 ... Rd5+ 21 Kc4 Rf5! 22 Bd8 Kd7!

Now the bishop has to abandon the g5-d8 diagonal (*23 Bg5 R×g5*), and after 23 Bb6 Rf4+ 24 Kd3 R×h4 Black wins.

What then should White have played instead of 12 Kd5?

Baranov established that by **12 Kd3!**, and if **12 ... Rd6+ 13 Kc3**, White could have maintained the balance.

Let us look at the resulting position.

436. By correct defence White manages to avoid being driven any further away. He merely has to aim for the diagonal opposition of the kings. For example: **1 ... Rd7**

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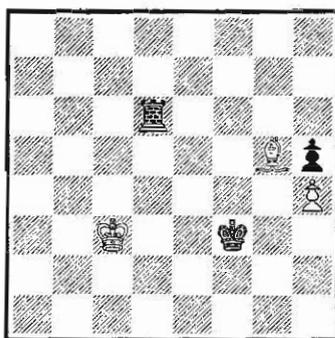
2 Kc4 Ke4 3 Kc3 Rd3+, and here **4 Kc2!** is the only move to draw, whereas after 4 Kc4 Rg3 5 Bf6 (*5 Kb4 R×g5! 6 h×g5 Kf5*) 5 ... Rg6 6 Be7 Rc6+ the king is pushed back beyond the c-file.

Also possible is **2 Kc2 Ke2 3 Kc3**, but after **3 ... Rd3+** it is essential to play **4 Kc4** (4 Kc2? Rg3 5 Kb2 Kd1!).

And now let us examine the winning procedure suggested by Maizelis; for this we must return to position 435.

1 ... Kd3 2 Bf4 Ke2 3 Bg5 Rf3+ 4 Kg2 Ra3 5 Be7 Ra4 6 Bd8 Rg4+ 7 Kh3 Kf3 8 Bc7 Rg1 9 Bh2.

After 9 Kh2 Rf1 10 Bd8 Kg4 11 Kg2 Rf5 12 Bg5 Rf8! 13 Be7 Re8 14 Bg5 Re2+ 15 Kf1 Kf3 16 Kg1 Kg3 17 Kf1 Re8! the pawn is lost.

9 ... Rf1 10 Bg3 Rh1+ 11 Bh2 Ke4! 12 Kg2 Rd1!

Black's plan is highly interesting. He carries out a regrouping of his forces, without allowing White's bishop onto the g5-d8 diagonal, and his king onto the e-file:

a) **13 Bg3 Kf5 14 Kf3 Rd3+ 15 Kg2 Kg4 16 Be1 Rb3 17 Bf2 Rb2 18 Kf1 Kf3**, and Black wins.

b) **13 Bc7 Rd7! 14 Ba5** (14 Bb8 Kf5 15 Kf3 Rd3+ 16 Kg2 Kg4) **14 ... Kf4 15 Bc3 Kg4 16 Bf6 Rf7 17 Bd8 Rf5 18 Bg5 Rf8**, and then as in the variation after 9 Kh2.

c) **13 Bg1 Kf4! 14 Bc5 Kg4 15 Be7 Re1 16 Bg5 Re2+** etc.

If the defender's pawn has not yet reached the 4th rank, the winning procedure is rather simpler.

Enevoldsen, 1949

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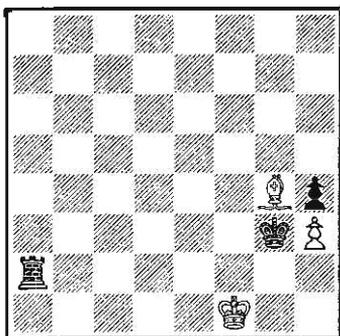
437. The king is driven away as follows: **1 ... Rf2+ 2 Ke1** (2 Kg1 loses quickly to 2 ... Rf7 3 Be6 Re7) **2 ... Kg2 3 Bd7 Rf7 4 B g4 Re7+ 5 Kd2 Kf2 6 Kd3 Re5!**

White is in *zugzwang*, and, in contrast to position 435, is unable to avoid being driven back: **7 Bc8 Re3+ 8 Kd4 Kf3 9 Bd7 Kf4 10 Bg4 Rg3 11 Bd7 Rg7 12 Be6 Rg6 13 Bc8 Rd6+ 14 Kc5 Ke5 15 Bg4 Rd4 16 Bh5 Rd3 17 Bg4 Rc3+ 18 Kb4.** Now the white king is far enough away from the pawn, and after **18 ... Rc1 19 Kb3 Kf4 20 Kb2 Rh1 21 Kc2 Kg3 22 Kd2 R×h3** Black wins.

Enevoldsen, 1949

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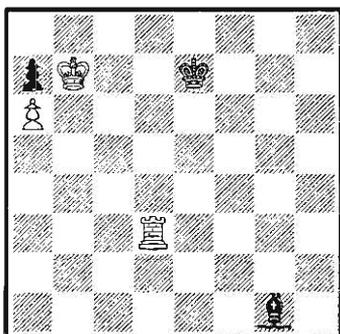
438. 1 Kc6 Bb6 2 Rd7+ Ke8.

After 2 ... Ke6 the king is driven back as in position 435: 3 Rb7 Be3 4 Rb2 Bg1 5 Re2+ Kf7 6 Kb7 Kf8 7 Ka8 Kf7 (Black tries to keep the rook off the 7th rank) 8 Rg2! Be3 9 Rg3! Bd4 10 Rd3 Bg1 11 Rd7+ and 12 R×a7.

3 Kd6 Bc5+ 4 Ke6 Kf8 5 Rf7+ Kg8 6 Kf6 Bd4+ 7 Kg6 Bg1, and White wins, as in example 322, by **8 Rf1 Bh2 9 Rf2 Bg3 10 Rg2** etc.

2.6 ROOK AND PAWN AGAINST BISHOP AND PAWNS

In endings with rook and pawn against bishop and two pawns, if the pawns are passed the result is determined not so much by the advantage of the exchange, as by how far advanced the pawns are and how the pieces can combat them.

In the main it is possible to win with the rook when the passed pawn supported by the rook is stronger than the opponent's two pawns. Normally in this case the bishop is won for the pawn, and the outcome depends on how the rook copes with the opponent's passed pawns.

The following is a typical example.

Byelov–Tatarintsev
Kislovodsk, 1960

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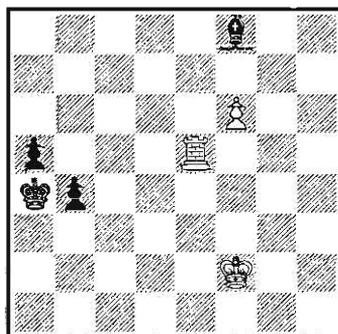
439. Both 1 f7 b3 and 1 Re8 Bc5+ 2 Ke2 b3 3 Kd3 Ka3 give Black chances. To combat the pawns successfully, White must bring up his king, and this is quickly decisive.

1 Ke2! b3 2 Kd1! Kb4 3 Re8 (now that the king is taking part in the battle against the pawns, it is time to win the bishop) **3 ... Bh6 4 Rh8 Bg5 5 f7 Be7 6 f8=Q B×f8 7 R×f8 Ka3 8 Rf2 b2 9 Kc2 Ka2 10 Kc3 Ka3 11 R×b2 a4 12 Rb8** Resigns.

The following study demonstrates some interesting tactical possibilities.

Birnov, 1947
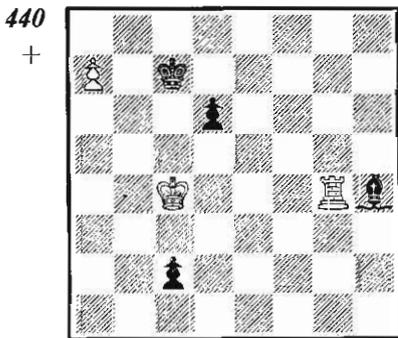
440. The black pawn is threatening to queen with check, and 1 Rg1 Kb7 allows an easy draw.

White wins by **1 Rg7+ Kb6 2 a8=N+!**

The pawn has to be promoted to a knight, but it is the knight which will subsequently play the leading role in the attack.

2 ... Ka6 3 Nc7+ Ka5 (or 3 ... Kb7 4 Ne6+! Kb6 5 Rg1 and 6 Rc1, winning the c-pawn) **4 Rg1 Bg5!** (5 Rc1 was threatened, so Black sacrifices his bishop, counting on his next move) **5 R×g5+ d5+! 6 R×d5+ Ka4.**

If 6 ... Kb6, then 7 Rb5+ K×c7 8 Rc5+ and 9 Kb4. After the text move Black appears to be saved, since the c-pawn cannot be stopped, but a striking move by White clarifies the situation.

7 Nb5! c1=Q+ 8 Nc3+, and Black has to give up his queen, since after 8 ... Ka3 9 Ra5+ Kb2 he is mated by 10 Ra2.

In this type of ending it is possible to win with the bishop if the pawns are far advanced, and the opposing king and rook are unable to stop them, so that at least one of the pawns queens. The main tactical device is using the bishop to block the line along which the rook is operating.

The following examples show the typical features of such endings.

Mattison, 1927
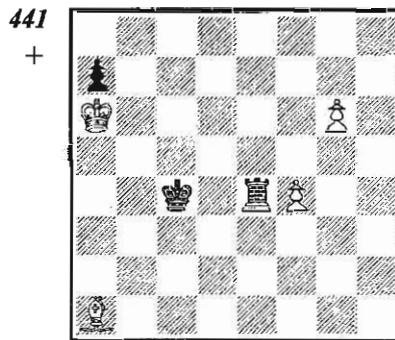
441. The immediate attempt to queen a pawn does not succeed, since after 1 g7 Re8 2 f5 Kd5 3 Kb7 Kd6 Black's king succeeds in coming to the aid of his rook.

The win is achieved by **1 Be5 Re1 2 g7** (if 2 f5, then 2 ... Kd5 3 f6 Ke6 4 f7 Rf1, with a draw) **2 ... Rg1 3 Bf6!** (here too nothing is given by 3 f5 Kd5 4 Bf6 Kc6! 5 K×a7 Kd7, when the king approaches the pawns) **3 ... Rg6! 4 Kb7!**

4 K×a7 leads only to a draw after 4 ... Kd5 5 f5 Rg4 6 Kb8 Kd6 7 Kc8 Ra4!

4 ... Kd5 5 f5 Rg1 6 Kc8!

The only move to win. Bad is 6 Kc7 Ke4!, when if 7 Bg5 R×g5 8 f6 Kf5 9 f7 R×g7, and the pawn is pinned.

6 ... Ke4 (or 6 ... a5 7 Kd7 a4 8 Ba1 Ke4 9 f6 a3 10 f7, and White wins) **7 Bg5!!** (the basic idea of the study) **7 ... R×g5 8 f6,** and one of the pawns queens.

3 ... Kd5 4 Bg5 Kc6 also fails to save Black: after 5 Ka5 Ra1+ 6 Kb4 Rb1+ 7 Kc4 Rb8 White wins by 8 Be7! Rg8 9 Bf8 Kd7 10 Kd5 Ke8 11 Ke6 R×f8 12 f5!! a5 13 f6 a4 14 f7+!

V. & M. Platov, 1908

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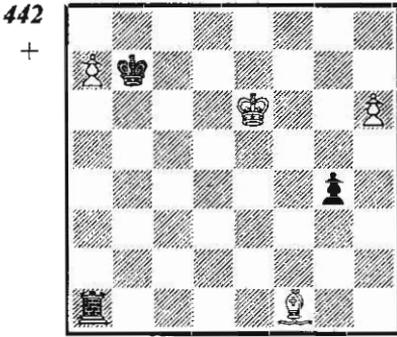
442. The h-pawn cannot be queened directly, since Black answers 1 h7 with 1 ... Re1+! 2 Kd7 Rd1+ or 2 Kd6 Re8 with a certain draw.

The win is gained by **1 a8=Q+!** (by this move White diverts the black king, and obtains access to the important c7 square) **1 ... K×a8 2 h7 Re1+ 3 Kd7 Rd1+ 4 Kc7 Rc1+ 5 Bc4!! R×c4+.**

5 ... Rh1 is met by 6 Bd5+, and so the bishop has to be taken, but the pawn at g4 restricts the rook's manoeuvrability along the 4th rank, and after **6 Kd7 Rd4+ 7 Ke7 Re4+ 8 Kf7 Rf4+ 9 Kg7** the checks come to an end, and the pawn queens.

Vancura, 1916

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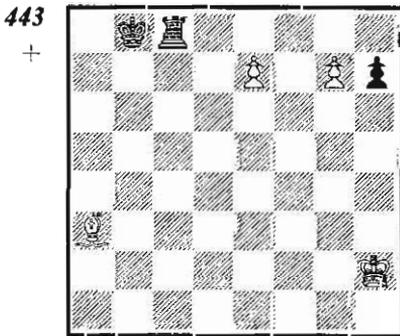
443. The attempt by White to approach with his king and support his pawns does not succeed here, since Black also manages to bring his king across. For example: 1 Kg3 Re8 2 Kf4 Kc7 3 Kg5 Kd7 4 Kf6 h5 5 Kf7 h4 6 g8=Q R×g8 7 K×g8 Ke8 8 Kg7 h3 with a draw, or 4 Kh6 Ke6 5 K×h7 Kf7 with the same result.

To win White must sacrifice a pawn: **1 e8=Q! R×e8 2 Bf8 Re2+ 3 Kh3 Re3+ 4 Kh4 Re4+** (if 4 ... Re1, then 5 Bd6+ Kb7 6 g8=Q Rh1+ 7 Kg4 Rg1+ 8 Bg3) **5 Kh5 Re5+ 6 Kh6 Re1** (6 ... Re6+ is met by 7 K×h7 and 8 g8=Q) **7 Bc5! Re8 8 K×h7 Rd8 9 Be7! Rc8 10 Bf8 Rc7 11 Bd6,** and Black can resign.

Kubbel, 1923

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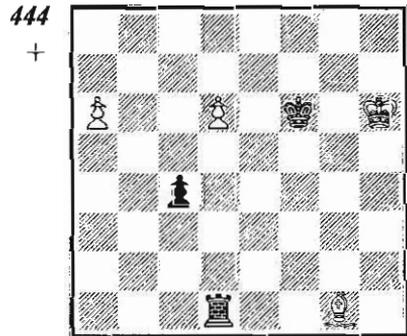
444. In this example White overcomes his opponent's resistance, although the play is not without its subtleties.

1 a7 Rd3 (no better is 1 ... R×g1 2 a8=Q, when h1 is controlled by the queen, or 1 ... Ra1 2 Bd4+) **2 Kh5!**

If 2 Kh7, then 2 ... Ra3 3 d7 R×a7! The d-pawn is pinned, and after 4 B×a7 Ke7 Black gains a draw. But now this variation does not work: 3 ... Ke7 is met by 4 Bc5+.

2 ... Rd5+ 3 Kh4 Ra5 4 d7! (the final finesse; if first 4 Bb6, then 4 ... R×a7!) **4 ... Ke7 5 Bb6,** and White wins.

In the examples considered the rook had to cope with two passed pawns. We will now study a few positions where the rook is battling against only one pawn.

Kubbel, 1909

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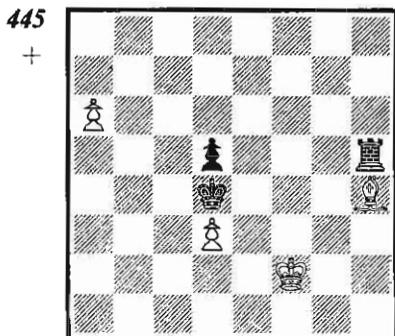
445. 1 a7 Rf5+ 2 Ke2 Re5+ (if 2 ... Rf8 then 3 Bf6+ Kc5 4 Be7+) **3 Kd2! Re8 4 Bf2+ Ke5 5 Bg3+ Kf5 6 Bb8,** and the a-pawn cannot be stopped.

Esclapon, 1909

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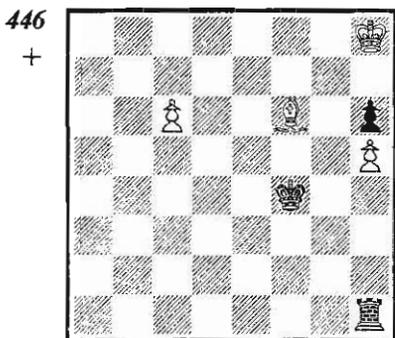
446. After **1 Bc3! R×h5 2 Bb4! Rh1 3 c7** the pawn queens, since 3 ... Rc1 is met by **4 Bd2+**.

447. From the theory of rook endings it is known that a lone rook cannot stop two connected pawns which have reached the 6th rank.

It is this factor that White exploits: **1 Bh5! Kg3.**

The black king hurries to the rook's aid. Accepting the sacrifice by 1 ... g×h5 loses immediately to 2 h7 Rc8 3 g6.

Neustadtl, 1897

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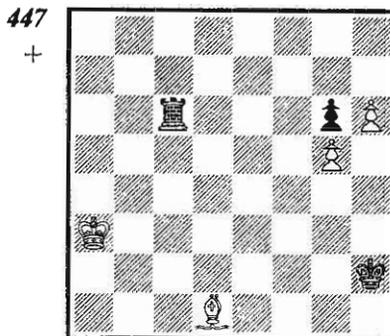
2 B×g6 Kf4 3 h7 Rc8 4 Be8! (a desperate bishop!—it again offers itself, with the aim of gaining valuable time) **4 ... R×e8 5 g6,** and White wins.

It should be added that on 3 ... Rc3+ 4 Kb4 Rh3! the bishop sacrifice is again decisive: 5 Bh5!

If the rook has to combat far-advanced pawns on its own, the defence is normally a hopeless matter. A draw is possible only in exceptional positions. We should now like to acquaint the reader with a few of these.

Amelung

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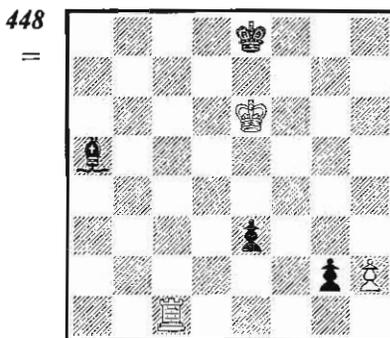
448. It would appear that the pawns cannot be stopped, but there follows:

1 Kf5! e2 2 Kg4! e1=Q 3 R×e1+ B×e1 4 Kh3! g1=N+. Promotion to a queen or rook was not possible in view of stalemate, but now after **5 Kg2 Ne2 3 Kf1** White wins one of the minor pieces, and draws.

Fritz, 1951

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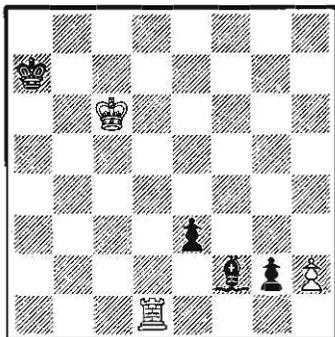
449. White's defence is based on obtaining Amelung's position: **1 Ra1+ Kb8 2 Rb1+ Kc8 3 Ra1 Kd8 4 Kd6 Ke8 5 Ke6 Bh4 6 Kf5** etc.

V. & M. Platov, 1906

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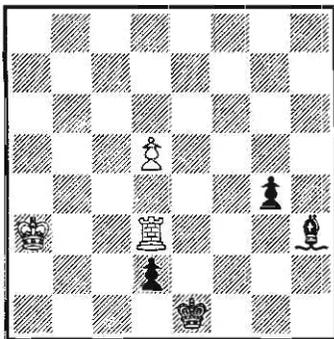
450. Here a stalemate position unexpectedly arises.

1 d6 g3 2 d7 B×d7 3 R×g3 (one enemy less) **3 ... Bb5!** (but what to do now?—only stalemate can help) **4 Rb3! d1=Q 5 Rb1!**, and White is saved.

Black finds an interesting defence in the following example.

451. The white king has broken into Black's position, and is threatening to eliminate his only pawn. Black is saved by the fact that the white pawns are on the edge of the board, and that his king is comparatively close.

1 ... Kd7 2 Kg7 Ke6 3 K×h7 R×f6!

Berger

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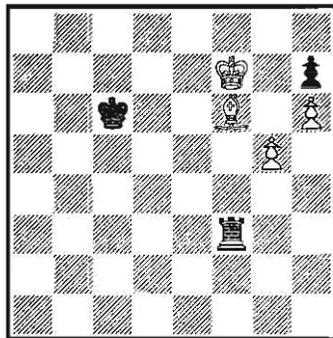
If now **4 g×f6**, then **4 ... Kf7! 5 Kh8 Kf8!**, and with two extra pawns in a pawn ending White is unable to win.

White can attempt to exploit the strength of his pawns by playing **4 g6**, but after **4 ... Rf8! 5 Kg7** (5 g7 Kf7!) **5 ... Ra8 6 h7 Kf5! 7 Kh6 Ra1 8 Kg7 Ra7+ 9 Kh6 Ra1** Black forces a draw.

What has been said about endings with bishop and two pawns, where both sides have passed pawns, is also fully applicable to the case where the side with the bishop has more pawns.

What is decisive here is not so much a material advantage, but rather the degree of advancement of the pawns and how the pieces are able to combat them.

If only the side with the bishop has passed pawns, it is normally this side that has the winning chances.

Wittek–Schwarz
Graz, 1890

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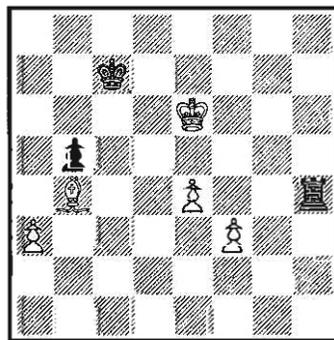
452. White has two connected passed pawns in combination with an active king. Thanks to these two factors he is able to win, although Black has a drawing possibility, consisting of giving up his rook for the two pawns, since a8 is inaccessible to the bishop.

The game went:

1 f4! Rh6+ 2 Ke5 Kd7 3 f5 Rh1 4 Kf6 Rh2 5 e5 Ke8 6 Ke6 Rh1 7 Kd5.

White carries out a standard plan. Since Black's forces are tied down by the passed pawns, he intends to take his king across to the opposite wing and increase his material advantage.

7 ... Rb5.

If 7 ... Rf1, then 8 f6 Rf2 (8 ... *Kf7 9 Bc3!* and *10 e6+!*) 9 Kc6 Re2 10 Bd6 Rb2 11 e6 Rf2 12 f7+ R×f7 13 e×f7+ K×f7 14 K×b5, and the black king cannot reach a8.

8 f6 Kf7 9 Bc3! Ke8 (Black cannot maintain his king at f7, since 9 ... Rg5 is met by 10 Kd6) **10 Kc6.**

Simpler was 10 Ke6 Rh6 11 Bd2 Rg6 12 Bf4 Kf8 13 Kf5 Rg1 14 e6 Rf1 15 Kg4, when, with two connected pawns on the 6th rank, White wins as in example 378.

10 ... Rh3 11 Bb4 Kf7 12 K×b5 Ke6 13 Bd6, and we reach position 400, which is won for White.

Foltys–Keres
Munich, 1936

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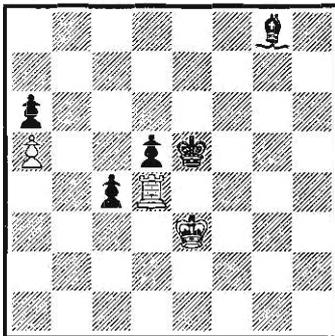
453. Here Black's position is less favourable than White's was in the previous example. The connected pawns are not far advanced and are blockaded, and, most important, the a6 pawn requires defending. By exploiting these factors, White saves the game.

1 Rh4 Be6 2 Rh5+ Bf5 3 Rh4 Bg6! 4 Rh6!

White's defence is based on the creation of a passed pawn on the a-file. He loses after 4 Rd4 c3 5 Rd1 Bf5, or 4 Rg4 Be4!, when the pawns advance.

4 ... d4+ 5 Kf2!

The king should stay close to the opponent's pawns, without helping them to advance. It would be a mistake to play 5 Ke2 (*5 Kd2 c3+*) 5 ... Bd3+ 6 Kd2 Be4 7 R×a6 c3+, when the pawns cannot be stopped.

5 ... Be4 6 R×a6 c3 7 Ra7! Kd6.

As was shown by Keres, White also maintains the balance after 7 ... d3 8 Ke3 d2! 9 Rd7 Bd5 10 Ke2 Bf3+ 11 Ke3! d1=Q 12 R×d1 B×d1 13 a6! Bc2 14 a7 Be4 15 a8=Q! B×a8 16 Kd3, eliminating the last enemy pawn.

8 Rg7 Kc5 (8 ... d3 can be met by 9 Rg1 d2 10 Ke3! Bc2 11 Kd4, or 10 ... Kc5 11 Rd1 and 12 R×d2) **9 a6 d3 10 Ke3 d2 11 Rd7** (11 Rg1 Kb6 12 Rd1 was simpler) **11 ... Bd5 12 Ke2 Bf3+ 13 Ke3! Bd5 14 Ke2 Bf3+ 15 Ke3 Kc6 16 R×d2,** and the players agreed a draw.

We already know from chapter 2.4 that, with two connected pawns on the 6th rank, stalemating possibilities have to be reckoned with.

The following position illustrates some interesting subtleties.

454. White's position is completely won, since he threatens 2 c7. Therefore he took his opponent's reply **1 ... Rd1+** to be a last dying check, and played **2 Ke5?**, which unexpectedly threw away the win. Correct was 2 Ke3.

Goldstein–Shamkovich
Moscow, 1946

454
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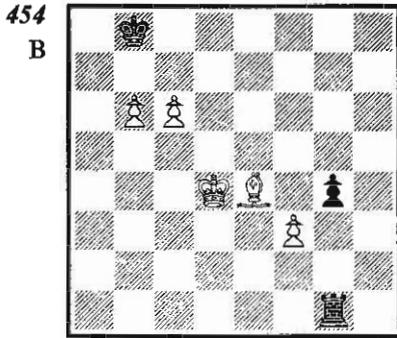
To the move in the game Black unexpected-ly found the strong reply **2 ... g×f3.** If now 3 c7+, then 3 ... Kc8 4 Bf5+ Rd7! 5 Bh3 f2 6 Ke4 f1=Q 7 B×f1 R×c7 with a draw. However, after **3 B×f3 Rd7!! 4 Bd5 Rb7!** White was again obliged to agree to a draw.

With rook and a non-passed pawn against a bishop and three pawns a win is possible only in exceptional positions, where either a mating attack can be built up, or the bishop won, or, finally, the opponent's pawns elim-inated and a passed pawn set up.

The next example shows this last instance.

Petrov–Yarovitsin
Sverdlovsk, 1948

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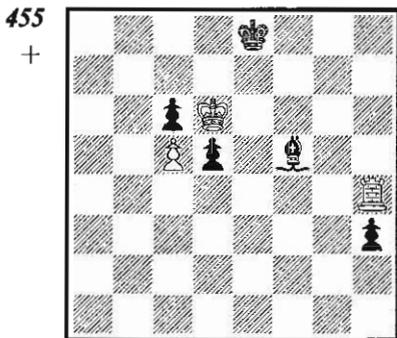
455. The active position of White's king, together with the unfortunate position of the opponent's king, reduces the value of Black's pawn superiority. Only White has any winning chances here, and he played 1 K×c6, immediately creating a passed pawn. But this natural move proved to be a mistake, and after 1 ... d4! 2 R×d4 h2 3 Rd1 h1=Q 4 R×h1 Be4+ the game ended in a draw.

White could have won by **1 Rh5!,** aiming in the first instance to eliminate the h-pawn, when a possible variation is **1 ... Bg4 2 Rg5 Bd1.**

The pawn is lost after 2 ... h2 3 Rg8+ and 4 Rh8. Also bad is 2 ... Bd7 3 Re5+ and 4 Rh5, or 2 ... Bf3 3 Re5+ and 4 Rf5.

3 Rf3 Ba4 4 R×h3 Kf7 5 Rh4 Bb5 6 Rb4 Ke8 (7 R×b5 was threatened) **7 Rf4! Bc4 8 K×c6 Kd8 9 Kd6 Kc8 10 c6** etc.

If the side with the bishop has more than three pawns, it will normally be hopeless trying to defend with rook and pawn, since the avalanche of pawns will be irresistible.

Fine–Keres
Holland, 1938

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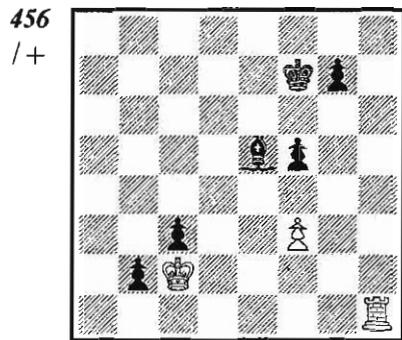
456. Black realized his advantage without difficulty: **1 ... g5 2 Re1 Kf6 3 Rf1 Kg6 4 Re1 Bf6 5 Rg1 g4! 6 f×g4 f4 7 g5 Bd4! 8 Rd1 Be3! 9 K×c3 Bc1 10 Rd6+ K×g5 11 Rb6 f3 12 Kd3 Kf4 13 Rb8 Kg3.** White re-signed, since for the f-pawn he has to give up his rook.

2.7 ENDINGS WITH SEVERAL PAWNS (SAME NUMBER OF PAWNS)

In this chapter and the following one we will be considering positions where each side has at least two pawns. The number of examples will be restricted to the most typical, revealing the characteristic plans and demonstrating the special features of the battle between rook and bishop when there is a large number of pawns.

In the battle between rook and bishop, passed pawns are of enormous importance. The rook, in contrast to the bishop, is able to support and as though urge on its own passed pawn, while stopping the opponent's passed pawn. The bishop can only defend its pawn. Therefore, if each side has one passed pawn or can create one, the advantage is normally on the side of the rook, since the bishop is significantly inferior at combating a passed pawn. The king has to go to the help of the bishop, but then the rook, with its great mobility, attacks the opponent's pawns on the opposite wing.

The following example confirms this rather clearly.

Adams–Fine
Dallas, 1940
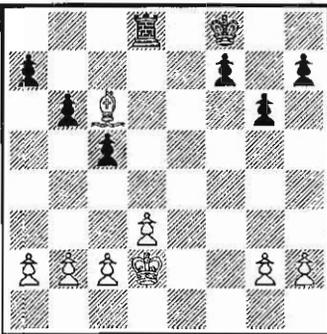
457. Black carries out a plan typical of such positions. After improving the placing of his pieces, he sets up a passed pawn on the K-side. The threat of advancing this pawn forces the white king to abandon the Q-side.

But then the Q-side pawns are left undefended, and by attacking them with his rook Black gains a decisive material advantage.

The game proceeded: **1 ... Ke7 2 Bb5 f5 3 Ke3 Kf6 4 a4 Ke5 5 c3 a5 6 Bc6 g5 7 h3!**

This move was not in fact made. White played 7 Kd2, and after 7 ... Rd6 8 Bb5 g4 he resigned in view of the loss of the h-pawn. The variation with 7 h3 was pointed out by Fine.

7 ... h5 8 Bf3 g4 9 h×g4 h×g4 10 Be2 f4+ 11 Kf2.

Forced, since after 11 Kd2 f3 12 g×f3 g3 13 Bf1 Kf4 14 Bg2 Rh8 15 Ke2 Rh2 16 Kf1 Ke3 Black easily realizes his advantage.

11 ... Kf5 12 Bf1 Re8 13 Be2 g3+ 14 Kf1 Re3 15 Bd1 (if 15 Ke1, then 15 ... f3 and 16 ... g2, while after 15 b3 Ke5 White loses his d-pawn) **15 ... Ke5** (also possible is 15 ... R×d3 16 Bc2 c4 17 Ke2 f3+ 18 g×f3 g2 19 Kf2 Kf4) **16 Bc2 f3 17 g×f3 R×f3+ 18 Kg1 Rf2** etc.

To a certain extent this was an ideal example. White had no way of countering the opponent's plan, since the active placing of the enemy pieces prevented him from creating a passed pawn.

The play is more complicated if the side with the bishop also has passed pawns, especially if they are far advanced. The ending can then become sharp, with the result depending on a single tempo.

Look, for instance, at the following position.

458. White has an outside passed g-pawn, but Black also has his trumps in the form of two connected passed pawns. White must either stop the enemy pawns and blockade them with his king, since then his passed pawn will play the decisive role, or else be the first to queen a pawn.

As was shown by Alekhine, the following continuations are inadequate:

a) 1 Kc4 e4 2 Kd4 Bf4 3 Rf2 e3 4 R×c3 e2, and it is Black who wins.

Alekhine–Tartakover
Vienna, 1922

458
W

Vidmar–Bogoljubov
Nottingham, 1936

459
B

459. The black pieces are excellently placed, a thing cannot be said of White's, which are tied down by the opposing passed pawn.

The only danger facing Black is the possibility of White creating an outside passed pawn. Of course, it is not easy for him to do this, since for the moment his rook is insufficiently active.

Black could have immediately neutralized the opponent's threat by the paradoxical **1 ... b5!!** In view of the threat of 2 ... b4, White is forced to play **2 a4**, but after **2 ... b×a4 3 b×a4 Bc4! 4 a5 Ba6** a position of dynamic equilibrium is reached. Indeed, due to the passive position of his rook and the favourable position of the bishop, White is unable to advance his pawn, e.g. **5 Rb2** (5 Rf1 Kg2) **5 ... Bc4 6 Rc2 Bd3 7 Ra2 Ba6.**

But Black missed this chance, and the game continued:

1 ... Be4? 2 a4!

White promptly eliminates the possibility just considered. The further play is extremely instructive, since the win is still very difficult.

2 ... Be6.

No better is 2 ... Bd5 3 Rb2! (of course, not *3 b4 Bb3! 4 a5 Bc4 5 Rb2 Bb5* with a draw) 3 ... Bc6 4 Kf1, and Black has no useful move, since 4 ... e5 transposes into the game.

3 Rb2 e5 4 Rd2! Be8 5 Kf1 (White gradually improves the placing of his pieces) 5 ... Bc6.

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b) 1 Rh2 e4 2 Rh8+ Kd7 3 Rf8 Bg3 4 g5 Bd6! 5 Rf6 Be5! 6 Rf7+ Ke6 7 Rf8 (*7 g6 Bf6*) 7 ... Ke7, with a draw.

c) 1 Kc2 e4 2 Rd4 e3 3 Kd1 e2+ 4 Kd2 Bg3 5 Re4 Bh4, and White is unable to improve his position.

d) 1 g5 e4 2 Rd5 (*2 g6 Be5* and *3 ... e3*) 2 ... f2 3 Rf5 e3 4 g6 e2 (*4 ... Be5* is also possible) 5 g7 f1=Q 6 g8=Q+ Kb7 7 Qd5+ Ka7.

The only move to win is **1 Rd5!!**, as played by Alekhine. Without loss of time White switches his rook to a better position.

1 ... e4.

After 1 ... f2 2 Rd1 e4 3 Kc2 Bf4 4 Rf1 followed by 5 Kd1 White succeeds in blockading the pawns After the move made by Black, it is a question of who is the quicker.

2 Rf5 Bg3 3 g5 Kd7 4 g6 Ke6 5 g7! K×f5 6 g8=Q.

White is the first to his goal. The rest is easy: 6 ... **Bf4 7 Qf7+ Kg4 8 Qg6+ Bg5 9 Q×e4+ Kg3 10 Qg6 Kg4 11 Q×b6** Resigns.

As we have seen, in such endings the active placing of the pieces is of enormous importance, since only this enables a successful fight to be made against dangerous passed pawns.

Here is a further example confirming this.

If 5 ... Bf7. then 6 Rd7! B×b3 7 Rg7+
Kh4 8 a5, reaching a position similar to that
in the game.

6 Rd6 (the decisive rook manoeuvre) 6 ...
Be4 7 Rf6 (after *7 Rd7 f2! 8 Rg7+ Kf3 9
Rf7+ K×e3 10 R×f2 Kd3* Black gains good
drawing chances) 7 ... Bd3+ 8 Ke1.

Here it is useful to take stock. White has
markedly improved his position by acti-
vating his rook. Now he will constantly be
threatening a check on the g-file, driving the
enemy king onto the edge of the board.

8 ... Bc2 9 a5 B×b3.

If Black avoids taking the pawn and plays
9 ... Bd3, after 10 b4 he finds himself in
zugzwang, and loses immediately.

10 Rg6+ Kh4 11 Kf2 e4 12 Rd6 (with the
threat of *13 Rd7*) 12 ... Bc4 13 Rd4 Bb5 14
R×e4+ Kh3 15 Re7 (*15 K×f3* was simpler)
15 ... Bc6 16 Rg7 Kh4 17 Rg3 Kh5 18 R×f3
Kg5 19 Rf4 Bh1 20 Ke2, and Black at last
resigned.

Only the active placing of his pieces allows
Black to avoid defeat in the following exam-
ple.

Smyslov–Averbakh
Leningrad, 1960

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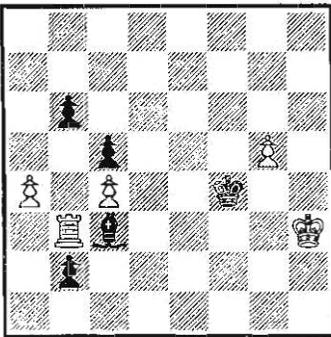
460. Black's position looks hopeless. If,
for example, 1 ... K×g5, then 2 Kg3, and
after penetrating with his king to d3, White
wins one of the b-pawns, and then the game.

Black is saved by active play. Exploiting
the distant position of the white king, he
makes for the c-pawn with his king.

**1 ... Ke4! 2 g6 Kd3 3 g7 b1=Q 4 R×b1
B×g7 5 R×b6 Bc3!**

Now 6 Rb3 K×c4 7 R×c3+ K×c3 8 a5
c4 9 a6 Kb2 10 a7 c3 11 a8=Q c2 leads only
to a draw, so White played **6 Kg4 K×c4 7
Kf3,** but this too did not give him a win (415).

The following two examples are perhaps
not very typical, but they demonstrate cer-
tain finesses which can occur in the battle
between rook and bishop when there are
passed pawns on the board.

Troitsky, 1911

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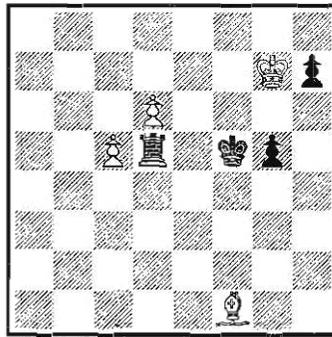
461. White's pawns are well advanced, but
he is bound to lose one of them. What can he
do to save the game?

After the natural 1 Kf7 R×c5 2 d7 Rd5 3
Ke7 h5 4 d8=Q R×d8 5 K×d8 he wins
the rook, but the ending with bishop against
two pawns is lost in view of the exceptionally
poor position of his king: 5 ... g4 6 Ke7 h4
7 Kd6 h3 8 Kd5 Kf4 9 Kd4 Kf3 etc.

The saving play comes as a surprise.

1 Bg2!

This move seems incomprehensible. Black
is forced to take the pawn, since 1 ... Rd2 is
met by 2 Kf7! R×g2 3 d7 Rd2 4 c6 g4 5 Ke7.

**1 ... R×c5 2 d7! Rc7 3 Kh6! R×d7 4
Bh3+ g4 5 B×g4+ K×g4—stalemate!**

White squandered all his possessions, but
it was thanks to this that he was able to save
the game.

And now another example ending in
stalemate.

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Nadareishvili, 1953

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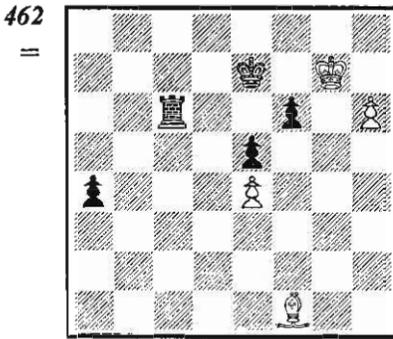
462. Black has a significant material advantage: rook and pawn against bishop. But White has a serious counter-chance: his strong passed h-pawn.

White can immediately regain a pawn by 1 Bb5, but after 1 ... Rc1 2 B×a4 (if *2 h7*, then *2 ... Rg1+ 3 Kh6 a3 4 Bc4 Rh1+ 5 Kg7 R×h7+ 6 K×h7 f5! 7 e×f5 Kf6*, and the bishop cannot stop the pawn) 2 ... Rg1+ 3 Kh8 f5 4 e×f5 e4 5 Bc2 e3 6 Bd3 Kf6 7 h7 Rg4 Black wins easily.

The draw is achieved by:

1 h7 Rc8 2 Bb5 (a subtle move; after 2 Bc4 a3! it is White who is in *zugzwang*) **2 ... a3 3 Bc4!**

A position of mutual *zugzwang* has arisen. Only if it is the opponent to move can White prevent the rook from attacking the pawn from the rear. For example:

3 ... Ra8 4 Ba2!

The only move. After 4 Bd5 Rd8! 5 Bf7 Rb8! 6 Bc4 Rb2! 7 Bf7 (*7 h8=Q Rg2+ 8 Kh7 Rh2+ 9 Kg7 R×h8 10 K×h8 f5! 11 e×f5 Kf6* also leads to a win for Black) 7 ... Rh2 8 Bd5 R×h7+ 9 K×h7 f5! 10 e×f5 Kf6 one of the black pawns queens.

4 ... Rb8 5 Bf7! Rd8 6 Bd5!

To each move by the rook there is one good reply by the bishop. Here we have met another example of corresponding squares. The square corresponding to c8 is c4, d8–d5, b8–f7 and a8–a2. By manoeuvring with his

bishop on these quares, White maintains the correspondence.

Now 6 ... Rf8 even loses to 7 Bg8!, so Black tries his last chance: **6 ... Rh8! 7 K×h8** (7 Bg8 is met by 7 ... R×h7+!) **7 ... Kf8,** and the white king is trapped. Black threatens 8 ... f5, creating a second passed pawn, but White is saved by stalemate.

8 Bg8 f5 9 e×f5 e4 10 f6 e3 11 f7 e2. Stalemate!

In exceptional instances, when the side with the bishop has some dangerous passed pawns and the opposing king and rook are unable to cope successfully with them, it is possible to queen a pawn.

Here is one such position where, despite the poor position of his bishop, White finds a clever way to win.

Korolkov, 1951

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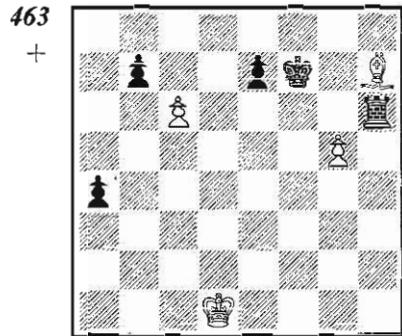
463. 1 g6+! Kg7 2 c×b7 Rh1+.

There commences an unusual duel between rook and king, in which at the end the trapped bishop unexpectedly interferes.

3 Kc2 Rh2+ 4 Kc1! (4 Kb1 a3) **4 ... Rh1+ 5 Kb2 Rh2+ 6 Ka3 Rh3+ 7 K×a4 Rh1.**

If the rook continues checking, the white king proceeds via b3 to hide at c7.

8 Bg8!!, and White wins, since his bishop comes into play with decisive effect. For example: **8 ... e6 9 B×e6 Rh8 10 Bc8 Rh1 11 Bf5 Rh8 12 Ka5,** and for the b-pawn Black will have to give up his rook.

If there are no passed pawns, but there are pawns on both wings, winning with the advantage of the exchange is normally an easy matter. Even if the opponent should succeed in defending all his pawns, the king and rook can usually drive his pieces back, and, by penetrating into the enemy position, gain a decisive material advantage. The defence is further complicated by the fact that the weaker side has to beware of the sacrifice of rook for bishop and pawn, transposing into a won pawn ending.

In the battle between rook and bishop with an equal number of pawns, of particular interest are positions where all the pawns are on one wing. In such cases the play develops on a restricted sector of the board. The defensive resources are greater, since on one wing the pawns are more easily defended.

With pawns on one wing the defender normally tries to create a pawn fortress, and the result depends upon whether or not the king and rook can take it by storm.

Fine, 1941
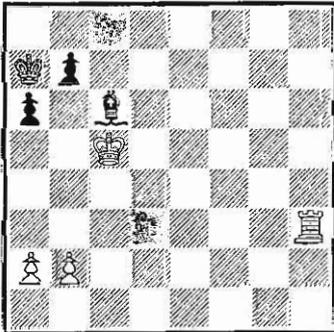
464. To win White must drive the black king away from the b7 pawn and then capture it. This plan proves feasible.

1 Kd6 Kb8.

Black cannot prevent the white king from occupying c7, since 1 ... Kb6 is met by 2 Rb3+, again pushing back the king.

2 Rh8+ Ka7 3 Kc7 Bd5 4 a3 Bc6.

After 4 ... b5 White wins by penetrating with his king to b6, a possible variation being 5 Kd6 Bf3 6 Kc5 Be4 7 Re8 Bf3 8 Re7+ Bb7 9 Rg7 Kb8 10 Kb6 etc.

5 Rh6 Bf3 6 Rb6 Be4 7 b4 (having occupied the most important approaches to the enemy position with his king and rook, White embarks on the concluding phase—the pawn storm) **7 ... Bf3 8 a4 Be4 9 b5! a×b5 10 a×b5 Bd5 11 Rd6 Bc4 12 b6+ Ka6 13 Rd8,** and Black's last strong point—his b7 pawn—falls.

White successfully caried out his plan, only because Black was unable to set up that arrangement of his pieces and pawns which would have ensured the maximum coordination of his forces. He was unable to prevent either the penetration of the white king to its best attacking position of c7, or the pawn storm.

With rook's pawn and knight's pawn, and the bishop controlling the corner square, the best defensive position is the following.
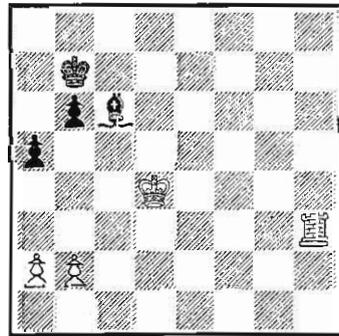
465. This position does not differ greatly from the previous one, but here the arrangement of the black forces is more rational: the pawns are on black squares, and the bishop controls the immediate approaches—c6 and b5. Therefore White is unable to win. For example:

1 Ke5 Kc7 2 Rh7+ Kb8 3 Kd6 Bf3 4 a4 Be4 5 Rf7 Bg2 6 b4.

The king and rook have taken up their most favourable positions, and White begins

the pawn storm. Nothing is achieved by transferring the king to c4, since Black parries all the threats by placing his bishop at c6.

6 ... a×b4 7 Rf4 Kb7 (also possible is 7 ... b3 8 Rb4 Ka7 9 Kc7 Ka6! 10 R×b6+ Ka5, winning the white pawn) 8 R×b4 Ka6 9 Kc7 Ka5, and Black exchanges all the pawns.

Strictly speaking, here too White took the enemy fortress by storm, but in doing so he suffered such considerable losses that it came to nothing.

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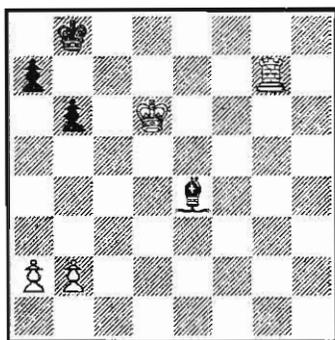
466. If it is Black to move, he has time for **1 ... a5!**, setting up the fortress.

But if it is White to move, **1 b4!** prevents Black from achieving maximum coordination, and White wins by the pawn storm. For example:

1 ... Bf3.

After 1 ... a5 2 b×a5 3 Kc5 a4 (the threat was *4 Kb6!*, immediately winning the pawn) 4 Kb6! Kc8 5 Rc7+ Kd8 6 Rc4 Black loses his pawn.

2 a4 Be4 3 a5! b×a5 4 b×a5 a6 5 Kc5 Bd3 6 Kb6 Kc8, and we reach a position of type 437, where White wins.

467. The poor arrangement of his forces prevents White from setting up an impregnable fortress such as example 465.

Black plays ... g5 and then fixes the white pawn at g2, creating an important invasion square at g3.

1 ... Kf6 2 Bd7 g5 3 h×g5+ K×g5 4 Bc8 h4+ 5 Kf3 Rc1 6 Bd7 Rc2 (6 ... Rc3+ 7 Ke4

Moiseyev–Botvinnik
Moscow, 1952

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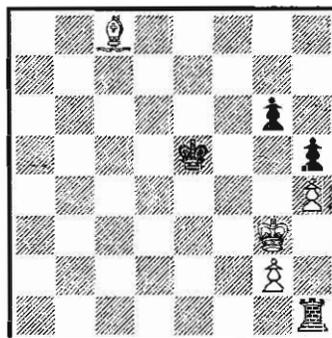
Rg3 fails to win after 8 Bh3) **7 Be6 Rc7!**

This puts White in *zugzwang*, after which he has a dismal choice. If his bishop abandons the h3–c8 diagonal, Black wins by 8 ... Rc3+ 9 Ke4 Kg5, while if 8 Bh3, then 8 ... Rc3+ 9 Ke4 Rg3! 10 Ke5 Re3+ 11 Kd4 Kf4. Therefore White decides on a desperate try.

8 g4 Rc3+ 9 Kg2 h3+ 10 Kh2 Kh4 11 g5 Rc2+ White resigns.

We will now consider an example with rook's pawn and knight's pawn, where the bishop does not control the corner square.

Fine, 1941

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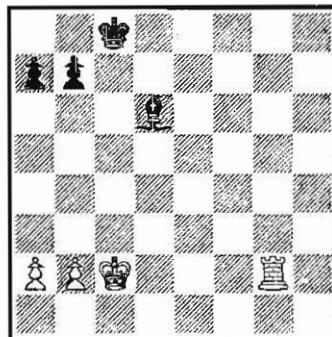
468. Black is unable to hold this position. White gradually pushes back the opponent's pieces and breaks through with his king to the enemy pawns. A possible continuation is:

1 Kc3 (the king embarks on a lengthy raid towards the opponent's pawns) **1...Kc7 2 Kc4 a6.**

No better is 2 ... Kc6 3 Rg6 b5+ 4 Kd4 Kc7 5 Kd5 Bf8 6 Rf6! Be7 7 Rf7 Kd7 8 R×e7+ K×e7 9 Kc5 Kd7 10 K×b5 Kc7 11 Ka6, when White wins with his extra pawn.

3 Kd5 Bf4 4 Rf2 Be3.

If 4 ... Bg3, then again 5 Rf7+ Kb6 6 Ke6 Kc6 7 Rf3 Bh2 8 Rc3+ Kb6 9 Rh3 Bf4 10 Kd7, winning roughly as in the main variation.

5 Rf7+ Kb6 6 Kd6 Bd4 7 b3 Bc5+ 8 Kd7 Kb5 9 Kc7 b6 10 Rf4 Be3 11 Re4 Bc5 12 Kb7!

White gradually surrounds the black king. If now 12 ... Bf8, then 13 Re5+ Bc5 14 a3 a5 15 Rf5 a4 16 b4 etc.

12 ... Bg1 13 a3 Kc5 (the threat was 14 Re5+ Bc5 15 b4) **14 K×a6,** and Black can resign.

But here too there is an optimal defensive position, where an expedient arrangement of the pieces and pawns prevents the opponent from breaking through.
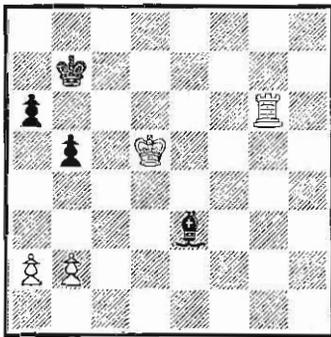
469. The reader himself can check that all White's attempts to take the fortress by storm are doomed to failure.

The defensive plan is simple. Black keeps his bishop on the a7–g1 diagonal, and the white king is unable to break in. If the king goes to b4, its activity is neutralized by placing the bishop at b6. However, with the

white king at d5 Black should not play his bishop to a7 or b6.

Thus on 1 ... Ba7? White wins by 2 Rg7+ Kb6 3 R×a7! K×a7 4 Kc6.

After 1 ... Bb6? 2 Rg7+ Kb8 (also bad is *2 ... Bc7 3 Kc5 Kb8 4 Kc6*) 3 b3 Bf2 4 Kc6 Be3 we reach position 470, where White breaks up the fortress by a pawn storm.
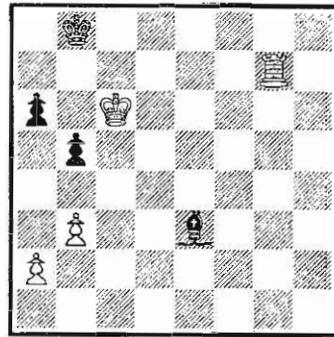
470. 1 b4 Bd4 2 Rg3! Bf2 3 Rf3 Bd4 4 a4! b×a4 5 Ra3 Ka7 6 R×a4, and against 7 b5 there is no satisfactory defence.

The following example illustrates a rather different arrangement of wing pawns.

Zamikhovsky–Kasparian
Moscow, 1931
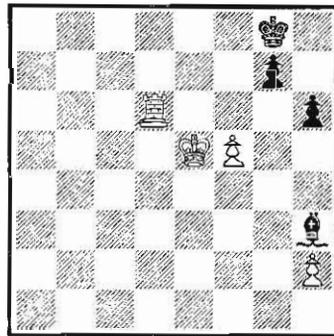
471. Here White's pawn formation is weaker than in the preceding positions, and if the bishop were on one of the free squares of the b1–h7 diagonal, the only threat of f5–f6 would be parried. But the bishop is less well placed.

In an attempt to improve the position of his bishop, Black played **1 ... Bf1**, but after **2 Rd8+** (the immediate 2 f6 is also possible) **2 ... Kf7 3 Rd7+ Kg8 4 f6 g×f6+ 5 K×f6 6 Bc4 6 Kg6 Kh8 7 K×h6** White obtained a theoretically won position (370).

1 ... Kf7 would not have saved the game, as the following variation demonstrates: 2 Rd7+ Kg8 3 Rd3! Bf1 4 Rd8+ Kf7 5 Rd7+ Kg8 6 f6 etc. But here White fails to win after 3 Rc7 Bf1! (*3 ... Bg2* fails to *4 f6! g×f6+ 5 Kf5* and *6 Kg6*, when Black loses his h-pawn, whereas if now *4 f6 g×f6+ 5 K×f6 Bd3!* with a clear draw) 4 Ke6 Bd3! (but not *4 ... Bh3 5 Rc3!*, when *5 ... Bf1* or *5 ... Bg2* is met by *6 f6*, and *5 ... Bg4* by *6 Rg3* and *7 f6*).

A typical example of realizing the advantage of the exchange, when both sides have three pawns on one wing, is provided by the finish to the following game.

Golovko–Averbakh
Moscow, 1950
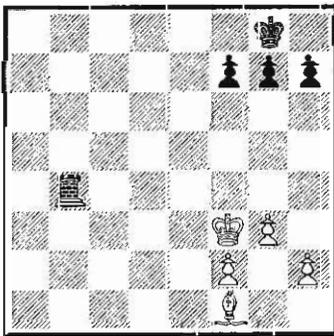
472. Here the plan is roughly the same as when there are two pawns. The stronger side will aim to push back the opposing king, and to break through with his own king into the enemy position. As before, a very important role is played by the pawn storm, which will cramp still further the opponent's king and restrict his pawns.

1 ... g5 (Black opens a path for his king, simultaneously impeding the white pawns and preparing a pawn storm) **2 h3.**

This natural move considerably facilitates the win for Black. For the correct continuation 2 Ke3, see below.

2 ... h5!

White has weakened his g3 pawn, which allows Black to commence an immediate pawn storm, as a result of which the opponent's pawns are fixed and a rapid approach to them is made possible.

3 Bd3 Kg7 4 Ke3 h4! 5 g×h4.

If White awaits developments by playing, say, 5 Bc2, then after 5 ... h×g3 6 f×g3 Kf6 7 Bd3 Ke5 8 Bc2 f5 9 Bd3 Rb3 his pieces are pushed back, and Black easily realizes his advantage: 10 h4 g×h4 11 g×h4 Rb4 12 h5 Rh4 13 Be2 Kf6 14 Bf3 Kg5 15 Kf2 Rb4 16 Kg3 Rb3, and we have a position of type 402.

On 5 g4 Black carries out the usual plan, advancing his king to e1 to attack the f2 pawn.

5 ... R×h4 6 Bf1 Kf6 7 Kf3 Rf4+ 8 Kg3 Ke5 9 Bg2 Kd4 10 Bb7 Kd3 11 Ba6+ Kd2 12 Bb7 Ke2 13 Ba6+ Ke1 14 f3 Kd2.

A slight inaccuracy. After 14 ... Rh4! 15 Bb5 Kd2 Black's king would have immediately reached e3, whereas now he requires some time to achieve this.

15 Kf2! Rb4 16 Bf1 f5 17 Ba6 f4 18 Bf1 Rb2 19 Be2 Kc3 20 Ke1 Kd4 21 Kf2 Rd2, and White resigned, since after 22 Kf1 Ke3 further loss of material is inevitable.

Let us now see what would have happened if White had played **2 Ke3,** when a possible continuation is:

2 ... Rb3+ 3 Bd3 Kg7 4 Ke2.

After 4 f4 g×f4+ 5 g×f4 Kf6 6 h3 (*6 h4 R×d3+ 7 K×d3 Kf5 8 Ke3 Kg4*, and Black wins) 6 ... h5! 7 Ke4 h4 8 Ke3 Ke6 9 Kd4! R×d3+! 10 K×d3 Kd5 11 Ke3 f6 12 Kf3 f5 Black wins the pawn ending.

As we see, the advance of White's pawns merely creates weaknesses, so he is better to stick to waiting tactics, preventing the black king from going to e1.

4 ... h6 5 Ke3 Kf6 6 Ke2 Ke5 7 Ke3 f6
8 Ke2 (after 8 f4+ g×f4+ 9 g×f4+ Kd5
10 h3 R×d3+! 11 K×d3 f5 12 Kd3 Kc4
Black wins) 8 ... f5 9 Bc4.

Totally bad is 9 Ke3 f4+ 10 g×f4+
g×f4+ 11 Ke2 f3+ 12 Ke3 Ra3 13 Kd2
Kf4 14 Bc4 Ra5 15 h3 Ra1!, when White loses
one of his pawns after 16 ... Rh1 and 17 ...
Rf1.

9 ... Ra3 10 Bb5 f4 11 Bc6 (11 g×f4+
is similar to that which occurred in the game)
11 ... g4! 12 g×f4+ (White also loses after
12 Bd7 f3+ 13 Ke1 Ra1+ 14 Kd2 Ra2+
15 Ke1 Re2+) 12 ... K×f4 13 Bd5 h5
14 Bc6 h4 (the advance of the h-pawn is
decisive) 15 Bd5 h3 16 Kd2, and after 16 ...
Ra1 17 Ke2 Rg1 18 Bc6 Rg2! 19 Kf1 R×h2
20 Kg1 g3 White can resign.

It is important to note that good technique
is required to win such endings, since pawn
exchanges can create various drawing pos-
sibilities.

Of particular interest are positions with
pawns on one wing, when they are fixed.

Kholmov, 1973

473
W
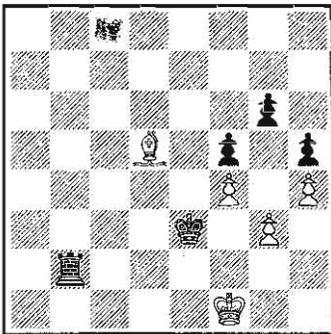
473. White has set up a fortress which at
first sight seems impregnable. And yet, as
Kholmov's analysis shows, Black is able to
blow up the fortress and take it by storm.

1 Bc6 Rd2 2 Kg1 Rd6 3 Bb7 g5!

After improving the position of his rook,
Black smashes open the enemy position by
pawn sacrifices. Now White has a choice of
captures:

a) **4 h×g5 h4 5 g×h4.**

If 5 Kg2, then 5 ... h×g3 6 K×g3 Rd4
7 Kh4 K×f4! 8 Kh5 (or *8 g6 Rd8*) 8 ... Rd3!
9 Kh6 Rh3+ 10 Kg6 Rg3 etc.

5 ... K×f4 6 Bc8.

6 Kg2 is no better: 6 ... Rd2+ 7 Kh3
Rd3+ 8 Kg2 Rg3+ 9 Kh2 Kg4 10 Bc8
Rh3+ 11 Kg2 R×h4 12 g6 Rh6 etc.

6 ... Kg3 7 Kf1 f4 8 h5 f3, and Black wins.

b) **4 f×g5!**

This move sets Black more difficult prob-
lems than the capture with the h-pawn.

**4 ... f4 5 g×f4 K×f4 6 Kf2 Kg4 7 Be4
K×h4 8 g6 Rd7 9 Kf3 Kg5 10 Kg3 Re7
11 Bb1 h4+ 12 Kh3 Re3+ 13 Kh2 Rg3 14
Bc2 Kf4 15 Bb1 h3 16 Bf5.**

The most tenacious: White tries to prevent
the opposing king from reaching h4. If 16 Be4,
then 16 ... Kg4 17 Bf5+ Kh4 18 Be4 Re3!
19 Bd5 Re2+ 20 Kg1 h2+ 21 Kf1 Re5
22 Bb7 Rg5 and wins.

**16 ... Kf3 17 Bc8! R×g6 18 Bb7+ Kg4
19 Bc8+ Kh4 20 B×h3 Rc6!,** and with col-
ours reversed position 327, which is won for
Black, is reached.

Kholmov shows that, instead of 6 ... Kg4,
there seems to be a simpler win by 6 ...
Rd2+. Here is one of the variations he gives:
7 Ke1 Rh2 8 g6 R×h4 9 Bc8! Kf3 (not *9 ...
Rh2 10 Bg4!!*) 10 Kd2 Rd4+ 11 Kc3 Rd1
etc.

It will be useful to examine one more posi-
tion with there pawns against three on one
wing, where the bishop is of the other colour.

474. The active placing of Black's pieces
enables him to win without much difficulty.

1 ... Kd3 2 Kf1.

2 Kf3 is met by 2 ... Rf6+ 3 Bf4 h5,
e.g. 4 Kg2 R×f4 5 g×f4 Ke4 6 Kg3 f5, or
4 g4 h×g4+ 5 K×g4 Ke2, and Black wins.

474
/+
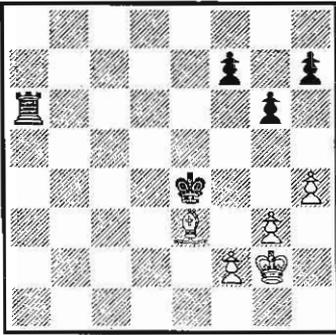
2 ... Ra1+ 3 Kg2 Ke2 4 Bd4 Ra3 5 Bc5 Rf3 6 Bd4 h6 7 Bc5 g5 8 h×g5 h×g5 9 Bd4 f5 10 Bc5 f4, and Black wins as in example 464.

2.8 ENDINGS WITH SEVERAL PAWNS (DIFFERENT NUMBERS OF PAWNS)

In this chapter we will be considering endings where the overall number of pawns is not less than five, and the side with the bishop has an advantage of one or more pawns.

A rook is usually reckoned to be roughly equal in strength to a bishop and two pawns. Such an evaluation, while on the whole correct, is of course not universal. If there are passed pawns on the board, the value of the rook increases, since thanks to its mobility it is better than the bishop at coordinating with its own pawns and combating the enemy pawns.

Voronkov–Ignatiev
Moscow, 1958

475
W
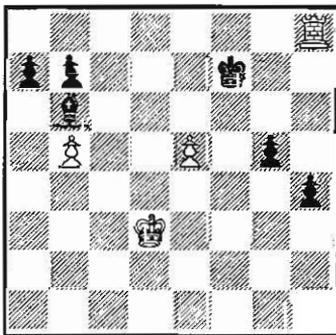
475. Formally the material situation is level, but a dynamic assessment shows that the strong passed e-pawn, supported by the king, together with the active rook position, is bound to tip the scales in favour of White.

1 Rh7+ Ke6 (1 ... Kg6 is met by 2 e6) **2 Ke4 Bc5 3 Rh6+!**

White consistently follows his plan. The b-pawn will not run away, and in the first instance he must advance his e-pawn.

3 ... Kd7 4 e6+ Kd8 5 Rh8+ Kc7 6 Rh7+ Kd8 7 R×b7 g4 8 Rd7+ Ke8 9 Rh7 Bf2 10 Kf4 g3.

White has driven the opposing king onto the back rank, and the attempt by Black to activate his pawns is easily parried.

11 Kf3 h3 12 R×h3 Ke7 13 Rh6 Kd6 14 Rg6 Be1 15 Kf4! (not 15 e7+ K×e7 16 Rg7+ Kd6 17 R×a7 Kc5 18 Rb7 Ba5, when after 19 ... Bb6 Black eliminates the b5 pawn) **15 ... Bf2 16 Kf5 Ke7 17 Rg7+ Ke8 18 Ke5 Be1 19 Kd5!** (avoiding the last trap: 19 R×a7? g2 20 Rg7 Bc3+) **19 ... Bf2 20 Kd6 Kf8 21 Rg4** Resigns.

The following example shows some interesting tactical possibilities.

Byelov–Utyatsky
Kislovodsk, 1960

476
W
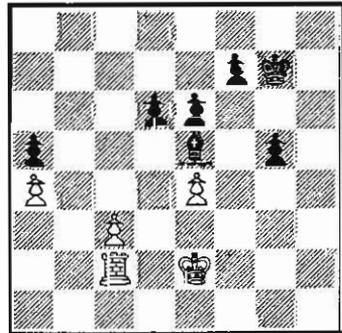
476. Black appears to have an adequate material balance for the exchange—two pawns. But the advantage is with White, since the a5 pawn is weak, and by a pawn breakthrough he quickly sets up a dangerous passed pawn.

1 c4! Bd4 2 e5 (the same move follows on 1 ... Bf6) 2 ... B×e5 3 c5 d×c5 4 R×c5 Kf6 5 R×a5.

As a result of the combination the position has changed sharply. Black will have to give up his bishop for the a-pawn.

5 ... Bd4 6 Rb5 Kg6 7 a5 f5 8 Rb4! Bg1 9 a6 g4 10 Rb7 f4 11 a7 B×a7 12 R×a7.

The interesting ending which has now arisen is of theoretical value. As was shown by Kopayev (1964), in order to draw Black must not allow the rook to stand behind the e-pawn. Correct therefore was 12 ... Kf6! 13 Ra8 Kf7!, followed by ... e5 and ... g3.

Here Black played 12 ... e5?, after which White could have won by 13 Re7! But he too failed to grasp the opportunity, and replied 13 Kd3? g3 14 Ke4, when after 14 ... Kh6? White again had a won position. Since this ending belongs to the section 'rook against three pawns', it will be examined in detail in the book devoted to rook endings. Here we will merely mention that the mistakes by both sides continued. The last one was made by Black, and he lost.

If the side with the rook has no passed pawns, a factor which becomes very important is whether or not the opponent has any pawn weaknesses. The rook, with its great manoeuvrability, is able to attack pawns on different parts of the board, with consequent gain of material.

477. Here the rook has the possibility of invading the opponent's position along either of two open files. Black is restricted to defending his pawns on both wings, and cannot do anything active.

White's advantage is undisputed, but to realize it he must rid himself of his one weakness—the a4 pawn, and gain scope for his rook. This is the aim of the following manoeuvre:

1 Re1! Kd7 2 Rb1! Bc6 3 Rb6 B×a4 4 Rb7+ Ke8 5 Ra7 Bd7 6 R×a5 Be6 7 f4!

Levenfish–Freyman
Leningrad, 1934

477
W
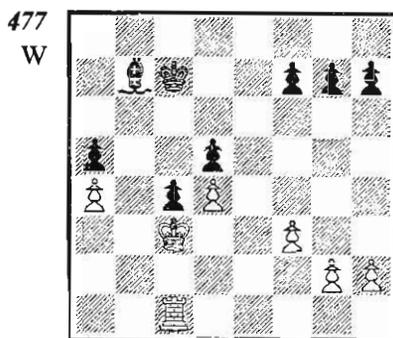
The first stage is complete. The rook has acquired complete freedom, and can now set about attacking the opponent's pawns.

7 ... g6 (after 7 ... f5 8 Ra7 Bd7 9 Kb4 Ke7 10 Kc5 loss of material for Black is inevitable) 8 f5! g×f5 9 Ra8+ Ke7 10 Rh8 Kf6 11 R×h7 (an important achievement; thanks to his mobile rook, White has managed to create a passed pawn) 11 ... f4 12 Rh8 Kg6 13 Rg8+ Kh6 14 Rd8 Kg6 15 Kd2 Kf5.

If Black waits passively, White transfers his king to f3 and wins the f4 pawn, since the threat of advancing the c-pawn is easily parried. After the move in the game White is able to cut off the black king from the passed pawn.

16 Rg8! Ke4 17 Kc3 Kf5 18 h4 Kf6 19 h5 Bf5 20 h6 Bg6 21 Rd8 Be4 22 Rd6+! Kg5 23 h7 B×h7 24 R×d5+ Kg4 25 Re5 (and now—the decisive advance of the d-pawn) 25 ... f3 26 g×f3+ K×f3 27 d5 Resigns.

In spite of his strong passed pawn, Black's pawn weaknesses condemn him to defeat in the next example.

478. The decisive weakness here is ... the h4 pawn. We will anticipate the perplexed reader's question: surely the h4 pawn is defended by the g-pawn? As analysis shows, the g5 pawn can easily be removed, or else it will become a weakness itself.

1 Rc2 Ba5 2 Rc5 Bb4 3 Rc4 Ba5 4 f4! g×f4.

478 +

479 =
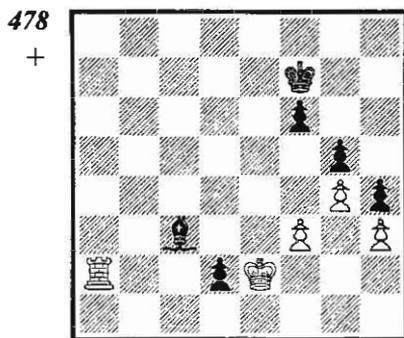
After 4 ... Kg6 5 f×g5 f×g5 6 Rc6+ Kg7 7 Rc5 Bd8 8 K×d2 White wins easily by taking his king across to the g5 pawn.

5 R×f4 Kg6 6 Rf5 Bb4 7 Rh5 Bc3 8 R×h4.

Had Black given up his d-pawn, White would have won by breaking through with his king along the white squares: 6 ... Bc7 7 K×d2 Bd6 8 Kd3 Bg3 9 Ke4 Be1 10 Kd5 Kf7 11 Rf1 (but not *11 g5 Kg6 12 Rf1 Bc3*) 11 ... Bg3 12 Rb1 Be5 13 Rb7+ Kg6 14 Ke6 Bg3 15 Rd7 Be5 16 Rd8! Kg7 (*16 ... Bc3 17 Rg8+ Kh7 18 Kf7 and 19 Rg6*) 17 Kf5 Bc3 18 Rd7+ etc.

8 ... Ba5 (no better is 8 ... f5 9 g×f5+ K×f5 10 Rg4! Ba5 11 Rg8 Bc3 12 h4 Bf6 13 h5 Bg5 14 Rg6 Bf4 15 Ra6 Bg5 16 h6 etc.) **9 Rh5 Bc3 10 h4 Bb4 11 Rd5 Bc3 12 R×d2,** and Black can resign.

The cause of Black's defeat was indeed his pawn at h4. If in position 478 both h-pawns are removed, the resulting position will be an elementary draw, since the black d-pawn paralyses all White's attacking attempts, as the reader can easily check for himself.

Could Black have hoped for a favourable outcome if his bishop were at f4?

479. Here the bishop is more actively placed. It defends the d-pawn and simultaneously prevents f3–f4.

White is unable to win: **1 Ra4 Ke6 2 Re4+ Kd5 3 Kd1 Kd6,** and nothing is achieved by **4 R×f4 g×f4 5 K×d2 Kc6! 6 Kc2 Kd6 7 Kb3 Kd5,** with a draw.
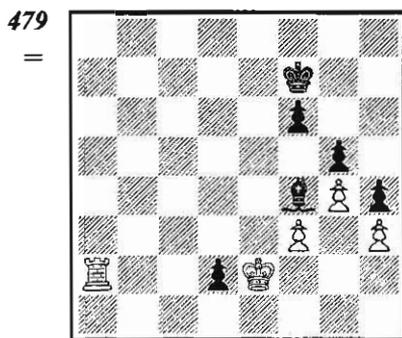
The difficulties which may be faced by the stronger side in trying to realize the advantage of the exchange are well illustrated by the following examples.

Botvinnik–Zuidema
Amsterdam, 1966

480 W
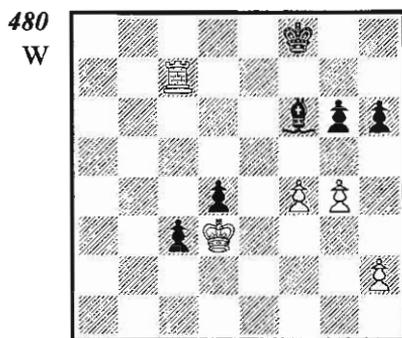
480. The king and rook are restricted to a considerable extent by the opponent's passed pawns. Nevertheless White succeeds in winning, by cramping the black pieces and then creating a passed pawn.

1 h4 Kg8.

After 1 ... B×h4 2 K×d4 White's king can reach e6, after which the advance of the f-pawn is decisive.

2 Ke4 Bg7 3 g5 h×g5.

Botvinnik gives an interesting variation, which he had prepared against 3 ... h5: 4 Rc6 Kf7 5 Kd3! Bh8 6 Rc7+ Kg8 7 Rc8+ Kh7 8 Ra8 Bg7 9 Ra6 Bh8 10 f5! g×f5 11 Rh6+ Kg8 12 R×h5 Bg7 13 g6, and wins.

4 h×g5 Kf8 5 Kd3 Kg8 6 Rc6 Kf7 7 Ke4.

White forces the bishop to occupy the corner square, when it proves possible to drive the enemy king onto the rook's file, which will subsequently play a highly important role.

7 ... Bh8 8 Rc7+ Kg8 9 Rc8+ Kh7 10 f5!

The right time for positive action. White does not fear 10 ... d3, when he wins by 11 K×d3 g×f5 12 g6+ Kg7 13 K×c3.

10 ... g×f5+ 11 K×f5 Bg7 (there is nothing better; if 11 ... d3, then 12 g6+ Kg7 13 R×c3 etc.) **12 Re8!!**

The final finesse. Only this study-like rook manoeuvre leads to a win.

12 ... d3 (the waiting move 12 ... Bh8 is met by 13 g6+ Kg7 14 Rc8, when Black is in *zugzwang*) **13 g6+ Kh6 14 Re3.**

This rook manoeuvre is the point of White's 12th move. On 12 ... c2 there would have followed 13 g6+ Kh6 14 Re2.

14 ... Bd4 (14 ... Be5 15 R×e5 Kg7 is no better in view of 16 Re7+ Kg8 17 Kf6) **15 R×d3 c2 16 Rh3+ Kg7 17 Rh7+ Resigns.** After 17 ... Kg8 18 Rc7 Black loses his c-pawn, and position 357, which is won for White, is reached.

Lasker–Ragozin
Moscow, 1936
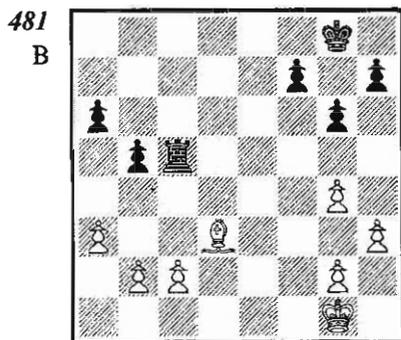
481. Black has a slight material advantage—the exchange for a pawn. As we already know, the superiority of rook over bishop is its significantly greater mobility. In order to realize this advantage, Black must break into the opponent's position with rook or king, but for the moment it is not apparent how this can be done.

In the first instance both sides improve their king positions by bringing them into play.

1 ... Kg7 2 Kf2 Kf6 3 Ke3 Ke5! (Black cannot permit 4 Kd4 followed by 5 c4) **4 g5.**

An extremely committing move. White attempts to paralyse Black's K-side play, but simultaneously weakens his own pawns and allows the rook to invade his position. Fine regarded 4 g5 as the decisive mistake, and recommended 4 Be4 with the following continuation: 4 ... f5 5 g×f5 g×f5 6 Bd3 Rc7 7 Kf3, when, in his opinion, White can hold on. But it seems to us that even here after 7 ... Rg7! the threat of ... f4 gives Black good winning chances. For example:

a) 8 c4 f4 8 c×b5 Rg3+ 10 Ke2 R×g2+ 11 Kf1 Rg3.

b) 8 g4 f×g4+ 9 h×g4 h6, and it is difficult for White to defend his weaknesses on both wings.

c) 8 g3 h5 9 Be2 (the position is not improved by either *9 c4 Kd4 10 B×f5 b×c4*, when *11 ... Rb7* is threatened, or *9 h4 Rg4 10 Be2 f4! 11 g×f4+ Kf5*) 9 ... h4 10 g×h4 Rh7 11 Kg3 f4+ 12 Kg4 Rg7+, and Black should, in the end, win.

Therefore 4 g5 should not be condemned, since after it too Black has to play with exceptional accuracy.

4 ... Kd6! 5 h4.

But this move is certainly wrong. After the correct 5 Kf4! it is not easy for Black to improve his position; thus 5 ... Re5 is very strongly met by 6 c4. In our opinion, this move would have given White the best chance of saving the game.

5 ... h6.

A mistake in reply. By 5 ... Re5+ 6 Kd4 Re1 Black could have broken into the enemy

position with his rook, e.g. 7 c4 Rd1 8 Kc3 Kc6, and White cannot avoid loss of material. Or 6 Kd2 Kc5, when Black threatens 7 ... h6 8 g×h6 Rh5, opening new lines for the rook.

6 g×h6 Rh5 7 g3 R×h6 8 c4! (White seizes the opportunity offered to complicate his opponent's task) **8 ... Rh5 9 c×b5.**

Relieving the tension favours Black. As was shown by I. Rabinovich in his time, by 9 b4! White could have probably prevented Black from winning. A possible continuation is: 9 ... Re5+ 10 Kf4 f5 (*11 g4* was threatened) 11 c×b5 a×b5 12 h5! g×h5 13 B×f5 Re1 (*13 ... Kd5 14 Bd7 Kc4 15 a4!*) 14 Bg6 Kd5 (*14 ... Ral* or *14 ... Rh1* is met by *15 Be8*) 15 B×h5 Ral (*15 ... Kc4 16 g4*) 16 Be8 Kc4 17 Bf7+ Kc3 18 Be8, with a draw.

9 ... a×b5 10 b3 Re5+ 11 Kf4 Rd5 12 Be4.

After 12 Ke4 f5+ 13 Ke3 Ke5 the white pieces are subsequently driven back, but even so this was probably the best continuation, since now White loses a pawn.

12 ... Rd2 13 g4 Ra2 14 h5 R×a3 15 b4.

15 h×g6 f×g6 16 Bc2 also loses. Fine gives the sample variation 16 ... Ra2! 17 Bd3! b4 18 Kg5 Rb2 19 Bc4 Rg2 20 Bd3 Rg3 21 Bc2 Kd7! 22 Kf4 Rc3 23 Bd1 Rc5 24 g5 Rf5+ 25 Kg4 Rf2.

15 ... f5!!

An excellent move, which finally clarifies the situation. If now 16 Bf3, then 16 ... R×f3+ 17 K×f3 f×g4+ 18 K×g4 g×h5+ 19 K×h5 Kd5, while 16 Bhl is strongly met by 16 ... g×h5 17 g×h5 Rh3 18 Bf3 Ke6, e.g. 19 Be2 Kf6 20 B×b5 R×h5, with the threat of 21 ... Rh4+.

16 Bb1 g×h5! 17 g×h5 Rh3 18 Kg5 Ke5 19 Kg6 (if 19 B×f5 R×h5+) **19 ... Rg3+ 20 Kf7 Rb3 21 Bc2 R×b4 22 h6 Rh4 23 Kg6 b4 24 Bd1 f4 25 h7 R×h7! 26 K×h7 Ke4 27 Kg6 f3 28 Kg5 Ke3** White resigns.

An exceptionally complicated, but interesting and instructive ending.

Alekhine–Rellstab
Kemeri, 1937

482
B
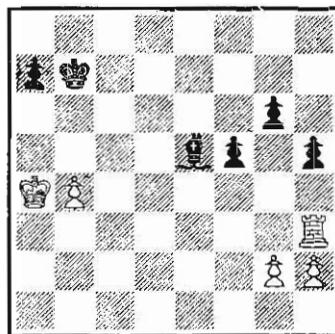
482. White's rook is badly placed, but he is threatening 2 Re3 B×h2 3 Re7+, giving up a pawn, but activating his rook and obtaining winning chances. Therefore Black played **1 ... Kc6!**, taking his king to the centre and to the support of his K-side pawns.

The game continued **2 Ka5.**

White moves his king up to the a7 pawn, but, as we will see, although he wins the pawn he does not win the game. To be considered was 2 b5+!, forcing the black king to clarify its position.

Then 2 ... Kd5 can be met by 3 Rd3+! Ke4 (if *3 ... Bd4 4 Rg3*, while on *3 ... Ke6* White continues *4 h4 Bf6 5 Rg3 Kf7 6 Rh3*, and, having neutralized Black's K-side play, he takes his king over to the a-pawn) 4 Rd7 B×h2 5 R×a7 g5 6 b6, and Black has more difficult problems than in the game, since the white rook is very well placed.

2 ... Kd5 3 Ka6 f4!

This shows just how harmless the enemy king's manoeuvre has been, since 4 K×a7 is met by 4 ... Kc4. White therefore has to lose time. 4 b5 can be met by 4 ... Bd4.

4 Ra3 g5 5 K×a7 g4 6 b5 Ke4 7 b6 f3 (Black's pawn, supported by his king, is no less strong than the white pawn) **8 g×f3+ g×f3 9 Ra4+ Kd3 10 Ra3+ Ke2 11 Ra5 Bf4 12 Ra2+ Ke1 13 Ra1+.** Drawn.

As we know from the previous chapter, the construction of a fortress, which is inaccessible to the enemy pieces, is an effective drawing method with bishop against rook.

Here we will examine some further examples where this is the defensive method employed.

Blackburne–Mason
Nuremberg, 1883
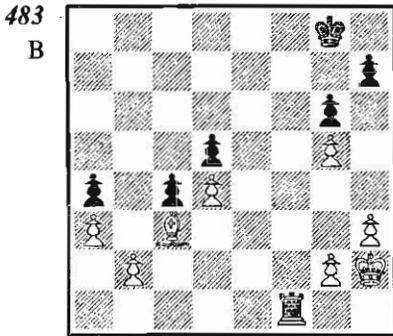
483. White is threatening 2 g4 with an immediate draw, since then Black is unable to break in with his king. On its own the rook cannot do anything, since the pawn weaknesses on both wings are securely defended.

But it was Black to move, and he played **1 ... h5.** Now White could have held the position by 2 g×h6! Kh7 3 g4 K×h6 4 h4, when he succeeds in erecting new barriers in the path of the enemy king.

Instead he played **2 g4** immediately, and now see what happened:

2 ... Rf3! 3 Kg2 Re3 4 Kh2.

White is unexpectedly in *zugzwang*. After 4 g×h5 g×h5 the black king invades along the white squares.

4 ... Re2+! 5 Kg3 (after 5 Kg1 h×g4 6 h×g4 Re4 White loses a pawn) **5 ... h4+!! 6 K×h4** (6 Kf3 Rh2) **6 ... Rg2** (a comical position!—due to *zugzwang* White loses material) **7 Ba5 R×b2,** and Black won.

Thus White destroyed the fortress with his own hands, and duly suffered a defeat.

Here is another example of the defender failing to seize his opportunity.

Larsen–Olafsson
Moscow, 1959
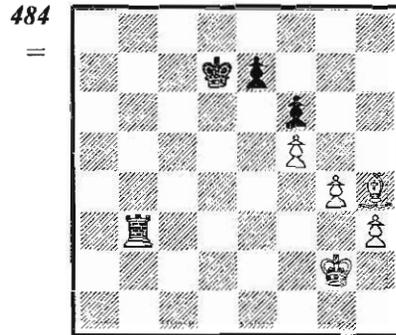
484. By 1 Bg3!, and if 1 ... Kc6 2 Bf4!, White could have set up an impregnable fortress and saved the game, as the following sample variation shows: 2 ... Kd5 3 Bc1 Ke4 4 Bh6 Rc3 5 Bf8! Rc7 6 Bh6 Rc8 7 Kg3.

Instead White decided to set up a passed pawn by **1 g5?** f×g5 **2 B×g5,** but after **2 ... Rb5 3 Kg3 R×f5 4 Kg4 Rf8 5 h4 e5 6 h5 Ke6 7 h6** position 413 was reached, where Black's passed pawn proved more dangerous than the enemy one, and he was able to win.

The following position is a classic example of the construction of a fortress.

Chekhover, 1947
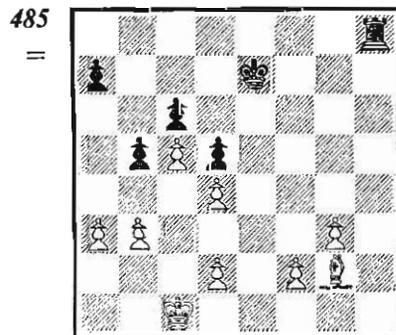
485. White has as many as three pawns for the exchange, but his prospects seem poor, since the rook is threatening to invade and begin capturing the enemy pawns.

Natural continuations lose, for example:

a) 1 Kc2 Rh2 2 Bf1 R×f2 3 Bd3 Rg2.

b) 1 f4 Rh2 2 Bf3 Rh3.

c) 1 Bf3 Rf8 2 Bh5 R×f2 3 g4 Rg2 4 Kc2 Rg3, and White finally ends up in *zugzwang*.

The way to draw is paradoxical, and may at first cause bewilderment.

1 Kd1!! Rh2 2 Ke2(e1)!! (the king moves with Olympian calm) **2 ... R×g2 3 Kf1 Rh2 4 Kg1 Rh3 5 Kg2 R∞ 6 f3!**

White has lost his bishop, but he has succeeded in driving out the rook and in obtaining a unique position. The black pieces are unable to penetrate into the enemy position. White's king securely guards all the exits and entrances to his pawn fortress, and, in spite of his overwhelming material advantage (an extra rook!), Black is unable to do anything. For example: **6 ... Rh7 7 Kg1 Rg7 8 Kg2 Rg6 9 Kf2 Re6 10 Kf1 Kf6 11 Kf2 Kf5 12 Kf1.**

Also unsuccessful is the attempt to sacrifice the rook by 12 ... Re4. White replies 13 f×e4+ K×e4 14 Kg2 K×d4 15 g4 K×c5 16 g5 Kd6 17 d4 Ke6 18 Kg3, and even wins.

White also has a curious way of saving the following position.

Kasparian & Dolukhanian, 1938

486
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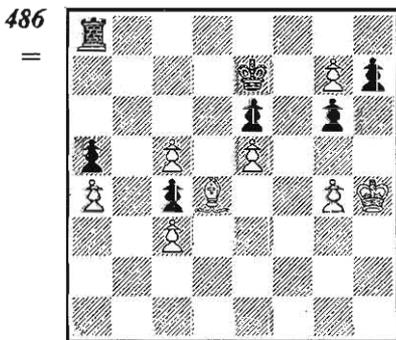
486. 1 Kg5 Kf7 2 Kh6 Kg8.

It appears that White's initiative has died away, and that Black is threatening after 3 ... Rc8 and 4 ... Rc7 to win the g7 pawn,

free his king, and decide the game in his favour. But there follows **3 c6! Rc8 4 Bb6! R×c6 5 g5**, and it transpires that the rook is unable to break out. Everywhere the opponent's bishop stands in its path.

For example: **5 ... Rc8 6 Bc7! Ra8** (if 5 ... Re8, then 6 Bd8! Kf7 7 Bf6 Kg8 8 Bd8) **7 Bb8! Ra6 8 Ba7! Rc6 9 Bb6!** etc.

It is curious that if instead of 4 Bb6 White had transposed moves by 4 g5, this would have been fatal, since after 4 ... Rc7! 5 Bb6 R×c6 6 Ba7 Rc7 7 Bb6 Rb7 the rook breaks free.

Up till now we have been examining examples where, in spite of a deficit in pawns, the advantage was mainly on the side with the rook. We will now meet some positions where there is a definite advantage on the side with the bishop.

The rook is an attacking piece. Thanks to the possibility of rapidly switching from one sector of the battle to another, it is able to break into the enemy position and win material. When forced onto the defensive the rook loses both its mobility and its activity. The following example is highly instructive.

Alatortsev–Chekhover
Leningrad, 1936

487
B
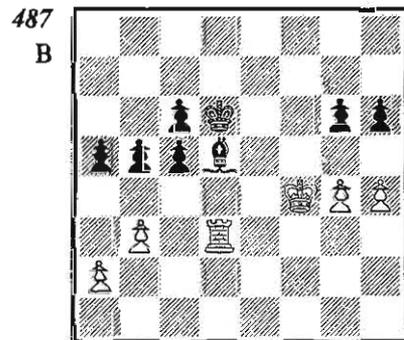
487. 1 ... g5+! 2 h×g5 h×g5+ 3 Kf5.

White declines the sacrifice, not wishing to take his king too far from the black pawns. After 3 K×g5 c4 4 b×c4 b×c4 5 Re3 (or

5 Ra3 Ke5 6 R×a5 c3 7 Rc5 Kd4, and Black wins) 5 ... Kc5 6 Kf4 Kd4 7 Re1 c3 8 Rd1+ Kc4 9 Ke3 c2 10 Rc1 Kc3 11 g5 Kb2 12 Kd2 Be4 the advance of the c7 pawn is decisive.

3 ... a4 (if 3 ... c4, then 4 b×c4 b×c4 5 Re3 Kc5 6 Ke5! Kb4 7 a3+, and White cannot lose) **4 Kf6** (no better is 4 b×a4 c4 5 Rd1 b4!) **4 ... b4 5 Kf5 Ke7!** (Black steps out of the pin, as preparation for a combination) **6 K×g5 B×b3!!**

Two far-advanced connected pawns are stronger than a rook!

7 a×b3 a3 8 Kf4 a2 9 Rd1 c4 10 g5 c×b3 11 g6 b2 12 g7 a1=Q (12 ... Kf7 was simpler) **13 R×a1 b×a1=Q 14 g8=Q Qd4+,** and White resigned since the exchange of queens is inevitable.

Here the rook was forced to battle on its own against an avalanche of pawns, and was not equal to this task.

Subsequently Botvinnik showed that White had not chosen the best defence. He tried to stop the pawns with his rook alone, which proved beyond its powers. Correct was **3 Ke3!**, using the king to stop the pawns, and keeping the rook for active play. The following variations are then possible:

a) **3 ... b4 4 Rd1 a4 5 b×a4 Kc7 6 a3 Kb6 7 Rb1 Ka5 8 a×b4+ c×b4 9 Kd4 K×a4 10 Kc5,** and 10 ... b3 fails to 11 Ra1 mate.

b) **3 ... Ke5 4 Rc3 c4 5 b×c4 B×c4 6 Rc2 Kd5** (6 ... Kd6 7 a3 Be6 8 Kd4 b4 9 a×b4 a×b4 10 Rc1 B×g4 11 Rg1 c5+ 12 Ke3 Be6 13 R×g5 etc.) **7 Rf2 Kc5 8 a3 Be6 9 Kd2! Kc4 10 Rf6 Bd5 11 Rf5 Kb3 12 R×g5 K×a3 13 R×d5! c×d5 14 g5,** with a drawn queen ending.

488. White has two pawns for the exchange, and of enormous importance is the fact that the rook is passively placed. This gives the advantage to White, who must aim to create a second passed pawn and advance it.

1 ... b6 (Rubinstein tries to open lines on the Q-side, so as to then begin a counter-attack with the rook) **2 Kf4 Rg8 3 g4 a5**
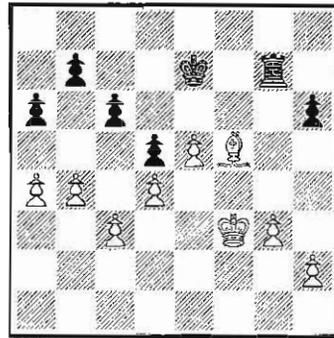
4 b×a5! (White is on the alert; Black was threatening 4 ... b5!, creating a dangerous passed pawn on the Q-side) **4 ... b×a5 5 h4 Rb8** (Black tries to improve the position of his rook and to attack the opponent's pawns on the opposite wing) **6 g5 h×g5+ 7 K×g5! Rb3.**

7 ... Rb2 8 h5, although more tenacious, does not help: 8 ... Rh2 9 h6 Rh1 (*9 ... Kf7 10 Bg6+ Kf8 11 Kf6! R×h6 12 e6*) 10 h7 Kf7 11 e6+ Kg7 12 Bg6 Re1 13 h8=Q+! K×h8 14 Kf6, and for the e-pawn Black will have to give up his rook.

8 h5 R×c3 9 h6 Rc1 10 h7 Rh1 11 Bg6! (threatening 12 Bh5) **11 ... Kf8 12 Kf6 Rf1+ 13 Bf5,** and Black resigned, since he is unable to stop the pawns.

According to Euwe, instead of 5 ... Rb8 Black should have played 5 ... Rg7, and to demonstrate this he gives the variation 6 g5 h×g5+ 7 h×g5 Rg8 8 g6 Rh8 9 Kg5 Rh1! 10 Bg4 Rg1 11 e6 Kf8 12 Kf4 Kg7 13 e7 Re1 14 Bd7 R×e7 15 B×c6 Rc7 16 B×d5 R×c3 17 Bf7 Ra3 18 Be8 Kf8, with a draw.

This is correct, but White should play not 6 g5, but 6 Kg3!, with the aim of creating a passed pawn on the h-file. Consider some possible variations after 6 ... Rg8 7 g5!:

a) 7 ... h×g5 8 h5 Rb8 (or *8 ... g4 9 h6 Rg5 10 h7 Rh5 11 K×g4 Rh1 12 Bg6 Kf8 13 e6*) 9 Kg4 Rb2 10 K×g5, and White wins, as shown in the note to Black's 7th move.

b) 7 ... h5 (the strongest, trying to gain time for a counter-attack) 8 Kf4 Kf7 (or *8 ... Rb8 9 g6 Rb3 10 Kg5 R×c3 11 Kh6 Rg3 12 g7 Kf7 13 e6+ Kf6 14 e7 K×e7 15 Bg6*, and wins) 9 g6+ Kg7 10 Be6 Rb8 (*10 ... Rf8+ 11 Bf7 Rb8 12 Kg5 Rb3 13 e6*) 11 Kg5 Rb3 12 K×h5 R×c3 13 Kg5 Rg3+ 14 Bg4 c5 15 h5 c4 16 h6+ Kg6 17 e6 c3 18 e7 Re3 19 Kf6, and White wins.

These variations show that even after 5 ... Rg7 it would have been difficult for Black to save the game.

Sozin–Alatortsev
Moscow, 1931

489
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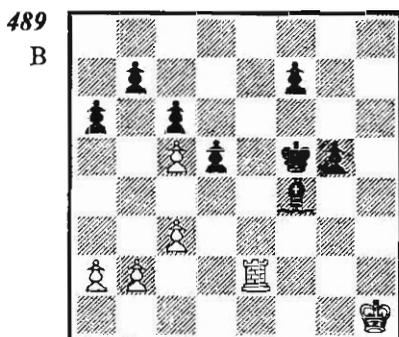
489. For the exchange Black has two connected passed pawns, which in this case are more than adequate compensation, since the enemy pieces are passively placed.

White cannot stick to waiting tactics, since the opponent will gradually advance his pawns. His only chance is to activate his rook for a counter-attack on the Q-side pawns, with the aim of creating a passed pawn.

1 ... Be5 (the rook must not be allowed to reach e7) **2 Kg2 f6 3 Re1 d4?**

Fearing Rh1–h7, Black simplifies the position, after which he can no longer win. Correct was **3 ... g4! 4 Rh1** (4 Kf2 d4) **4 ... Ke4!**, e.g. **5 Rh7 f5 6 R×b7 f4 7 Rb6 f3+ 8 Kf1 g3 9 R×c6 d4** etc.

4 c×d4 B×d4 5 Re7! (this counter-attack saves the game) **5 ... B×b2 6 R×b7 Bd4 7 Rb6 Ke5 8 R×c6 a5 9 Rc8 Kd5 10 c6 Be5**

11 Kf3 f5 12 Rf8 g4+ 13 Kg3 K×c6 (it was still possible to lose after *13 ... f4 14 Rf5!*) 14 R×f5, and the game ended in a draw.

Karpov–Pomar
Madrid, 1973

490
W
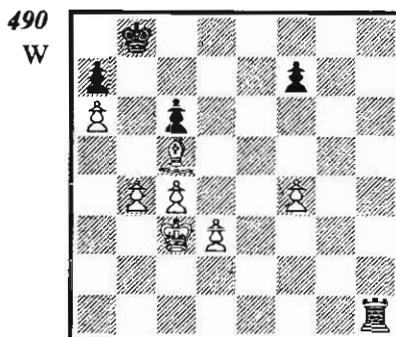
490. Here Black's weak a-pawn restricts the movements of his king, so that the active position of his rook does not help.

1 b5 Rb1.

Black tries to get rid of his weakness at a7, but this allows the opponent to create two connected passed pawns.

2 b×c6 Kc7 3 d4 K×c6 4 B×a7 Ra1 5 d5+! (it is important to advance the pawn pair as far as possible) **5 ... Kd7 6 Bb8 R×a6 7 c5 Ra4 8 c6+ Kc8 9 Bd6 f6.**

White has only one more straightforward problem to solve—how to advance his second pawn to the 6th rank.

10 Bb4 Kc7 11 Kb3! Ra1.

More tenacious was 11 ... Ra8 12 Kc4 Kb6 13 Bc5+ Kc7 14 Be7 Kb6, although even then White wins by 15 f5, e.g. 15 ... Ra4+ 16 Bb4 Ra8 17 Bc5+ Kc7 18 Be7 Kb6 19 B×f6 etc.

12 Kc4 Kb6 13 Bc5+ Kc7 14 Kb5 Rb1+ 15 Bb4, and Black resigned.

If instead of 1 ... Rb1 Black had continued 1 ... c×b5 2 c×b5 Rb1, the game might have gone 3 Kc4 Rb2 (he can only wait) 4 Bd6+ Kc8 5 Kc5 Rd2 6 d4 Rd1 7 Kd5 Kd7 (*7 ... Rb1 8 Kc6*) 8 Bc5 Rb1 9 b6! a×b6 10 a7 Ra1 11 B×b6, with an easy win.

The following study illustrates an interesting saving possibility with a rook against far-advanced passed pawns.

Selezniev, 1913

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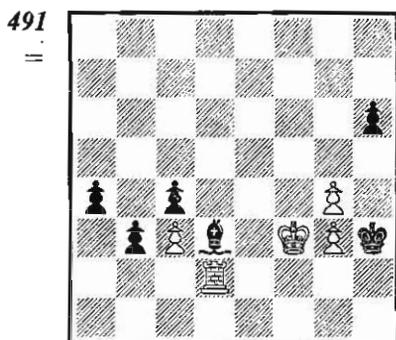
491. 1 Rd1 Kh2 2 Rd2+ Kg1 3 Rd1+ Bf1.
It seems to be all over, but...

**4 g5!! h×g5 5 g4 a3 6 Kg3 a2 7 Ra1! b2
8 R×a2 b1=Q 9 Rg2+! B×g2** (9 ... Kh1
10 Rh2+)—stalemate.

By contrast, subtle play enables the side with the bishop to win in the following position.

Troitsky, 1925

492
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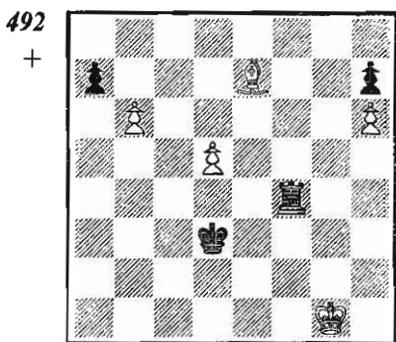
492. After **1 b7!** (nothing is achieved by
1 b×a7 Ra4 2 Bc5 Kc4, when 3 d6 K×c5
4 d7 is bad due to 4 ... Rg4+ and 5 ...
Rg8) **1 ... Rg4+ 2 Kf2 Rg8 3 d6** Black
begins playing for stalemate as in Amelung's
position (448): **3 ... Kc4 4 d7 Kb5 5 d8=Q
R×d8 6 B×d8 Ka6.**

Now 7 b8=Q(R) gives stalemate, while
after 7 b8=N+ Kb7 8 Nd7 Kc8 9 Nf6 K×d8

10 N×h7 Ke7 11 Ng5 Kf6 12 Kg2 Kg6 13 h7
Kg7 the result is a draw.

The only way to win is by promoting to a
second black-squared bishop : **7 b8=B!! Kb7
8 Be5 Kc8 9 Bdf6 Kd7 10 Kf3 Ke8 11 Kf4
Kf7** (the king attempts to hide in a fortress,
but death awaits him there) **12 Kf5 Kf8
13 Ke6 Kg8 14 Be7 a5 15 Kf6 a4 16 Ba3 Kh8
17 Kf7** mate.

In conclusion we will examine an example
where the cramped position of the rook leads
to defeat.

493
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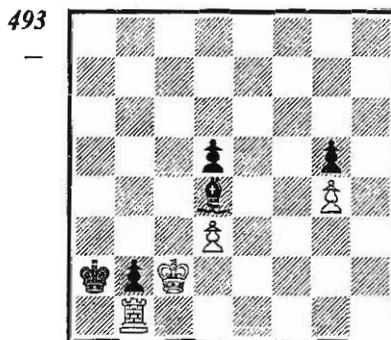
493. Black has an elementary win: **1 Re1
Be3! 2 Rb1 Bc1 3 R×c1** (3 d4 Ka3 4 Kc3 Ka4
5 Kc2 Kb4 6 Kd1 Kb3) **3 ... b×c1=Q+
4 K×c1 Kb3 5 Kd2 d4** etc.

It is useful to note that, if position 493 is
moved one file to the right, Black can no
longer win in the resulting position, since the
rook has sufficient manoeuvring space.

494
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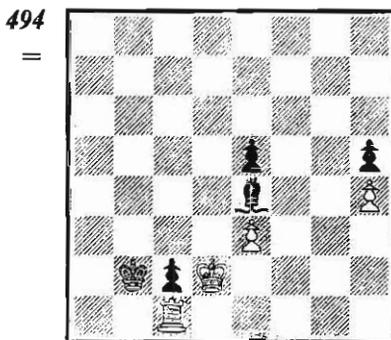
**494. 1 Re1 Bf3 2 Rc1 Bd1 3 e4! Kb3 4 Ra1
Kb2 5 Rc1,** with a draw.

3. Rook Against Knight Endings

3.1 ROOK AGAINST KNIGHT (WITHOUT PAWNS)

If there are no pawns on the board the advantage of rook over knight is usually insufficient to win.

Even on the edge of the board the king and knight can successfully defend against the attack by the enemy rook and king. The following is a typical example.

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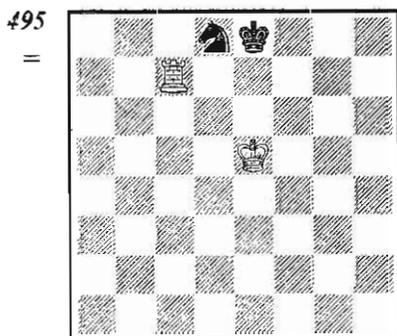
495. 1 Kd6 Nf7+! (the only move; 1 ... Kf8 loses to 2 Rc8 Ke8 3 Rb8) **2 Ke6 Nd8+ 3 Kf6 Kf8 4 Rd7 Ke8** (Black all the time makes waiting moves; here 4 ... Nc6 5 Rd6 would have lost) **5 Re7+ Kf8.**

This is the maximum that White can achieve: he has cut off the king, but the knight is near at hand, and it prevents White from landing a decisive blow. For example: **6 Re1 Nb7** (other knight moves are also possible) **7 Ke6 Ke8** (as a rule, the king should stay close to the knight) **8 Rb1 Nd8+ 9 Kd6 Nf7+ 10 Ke6 Nd8+**, with a draw.

It is useful to note than in such positions the defender should not allow the vertical opposition of king and knight (d6–d8), but should aim for the diagonal opposition (f6–d8).

We will move position 495 two files to the right.

from **Horwitz & Kling,** 1851

496
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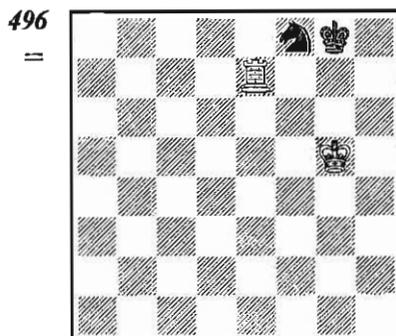
496. Even here, in a worse situation, Black is able to maintain the balance: **1 Kf6 Nh7+! 2 Kg6 Nf8+ 3 Kh6 Kh8 4 Rf7 Kg8 5 Rg7+ Kh8 6 Rg1 Nd7!**

The only move! Due to the proximity of Black's king to the corner, he loses after either 6 ... Nh7 7 Kg6! Kg8 8 Rg2 Nf8+ 9 Kf6+ Kh8 10 Kf7, or 6 ... Ne6 7 Kg6! Nf8+ (*7 ... Kg8 8 Kf6+!*) 8 Kf7 Nh7 9 Rg8 mate.

7 Kg6 Kg8 8 Rd1 Nf8+ 9 Kf6 Nh7+ 10 Kg6 Nf8+, with a draw.

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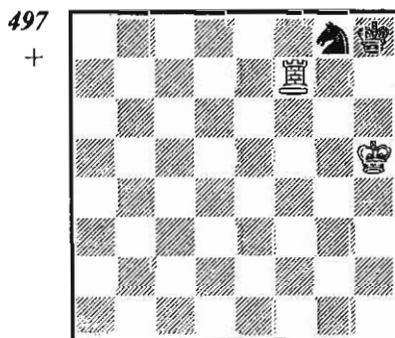
497. But this position, obtained by moving the previous example one further file to the right, will be lost for Black, since after **1 Kg6** or **1 Kg5** he loses his knight.

If the stronger side should succeed in driving the enemy knight into a corner, this often leads to a win.

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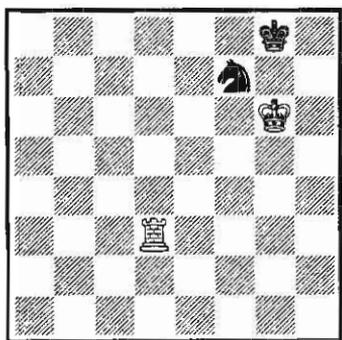
498. Thus here, by depriving the knight of squares, White wins: **1 Rd5 Nh8+ 2 Kf6 Nf7 3 Rd7 Nh6** (3 ... Nh8 4 Ra7) **4 Kg6**, or **1 Re3 Nh8+** (1 ... Nd6 2 Re6) **2 Kf6 Kh7 3 Rg3** etc.

If the defender's pieces are separated, in the majority of cases the result will depend upon whether or not he is able to restore coordination. If he should manage this, the game will end in a draw, but otherwise the stronger side will usually trap the knight.

Zairab, 9th Century

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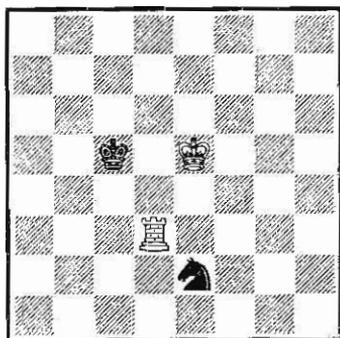
499. We have here virtually the oldest endgame position known, its author being one of the strongest players of Central Asia.

Black requires only one move—1 ... Kc4, to restore the connections between king and knight, but it is White to move, and by **1 Re3!** he forces the knight to go to g1. Now White has to transfer his king to g4, but if he plays the direct 2 Kf4?, he is in *zugzwang* after 2 ... Kd4! There can follow 3 Re1 Nh3+ 4 Kg3 Ng5 5 Kf4 Nh3+, with a draw.

Correct is **2 Kf5! Kd4 3 Kf4 Kc4 4 Kg3 Kd4 5 Re1** etc.

We will now analyze several examples where the knight is cut off from the king.

Steinitz–Neumann
Baden Baden, 1870
(*with colours reversed*)

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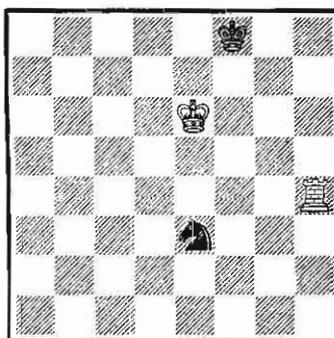
500. White's plan is to drive the knight as far away as possible from the king, and then trap it. Steinitz carried this out as follows:
1 Re4 Nd1.

After 1 ... Ng2 2 Kf6! the knight is lost, while on 1 ... Nc2 there follows 2 Kd5 Na3 (*2 ... Kf7 3 Kc5 Kf6 4 Re2 Na3 5 Kb4 Nb1 6 Rb2*) 3 Kc5 Nb1 4 Kb4 Nd2 5 Re2 Nb1 6 Rb2.
2 Rf4+ Kg7 3 Rf3.

The knight has been driven back and cut off. White can now set about trapping it.

3 ... Kg6 (on 3 ... Nb2 there follows 4 Kd5 Kg6 5 Kd4 Kg5 6 Rf1! Kg4 7 Rb1 Na4 8 Rb4) **4 Ke5 Kg5 5 Kd4 Kg4 6 Rf1 Nb2 7 Rb1 Na4 8 Rb4**, and the goal is achieved.

The following example is an elaboration on Zairab's position.

501
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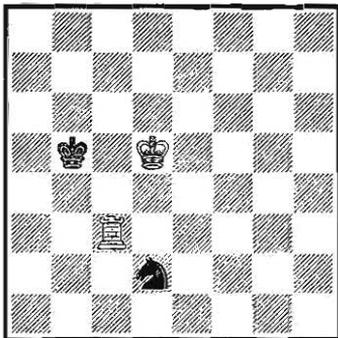
501. Here too White succeeds in driving back the knight and then winning it.

1 Rd3! Nf1 2 Ke5! (from the analysis of position 499, we know that 2 Ke4? leads only to a draw after 2 ... Kc4) **2 ... Kc4** (forced, due to the threat of 3 Kf4 and 4 Rd1) **3 Ke4 Nh2 4 Rd1 Ng4 5 Rf1 Nh6 6 Rf4 Ng8 7 Rf7! Nh6** (or 7 ... Kc5 8 Ke5) **8 Rg7.**

The knight is cut off, and the rest is simple. Black cannot prevent the enemy king from approaching his knight via f4 and g5.

The following study is highly interesting.

Réti, 1929

502
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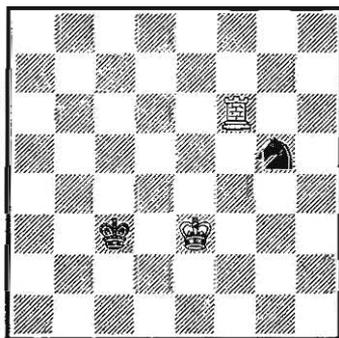
502. We have here an unusual *zugzwang* position. The black knight is cut off, but it is by no means easy for White to get at it. To win, White must give his opponent the move, and this is achieved as follows:

1 Kf4 Nh3+ 2 Kf3 Ng5+ 3 Ke3!

Now Black is forced to move his king:

a) **3 ... Kc2 4 Rg6 Nf7 5 Kd4** (after the retreat of the black king, this manoeuvre has

become possible) **5 ... Nd8 6 Kd5 Nb7 7 Ra6!,** and the knight is caught.

b) **3 ... Kc4 4 Kf4 Nh3+ 5 Ke4! Ng5+ 6 Ke5! Nh3 7 Rf3 Ng5** (7 ... Ng1 8 Re3) **8 Rf4+ Kc5 9 Rf5 Nh3 10 Ke4+ K∞ 11 Ke3** etc.

It remains to add that the knight is also trapped after **3 ... Kb3 4 Kf4 Nh3+ 5 Kg4 Ng1 6 Rf2.**

Averbakh, 1948

503
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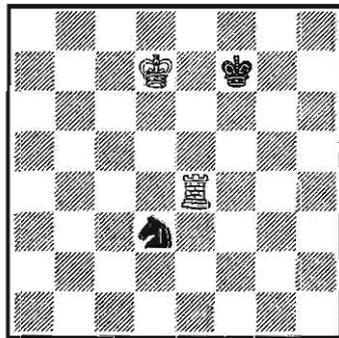
503. 1 Re3!

After this strong move Black has several possibilites:

a) **1 ... Nb4 2 Kd6 Nc2** (2 ... Kf6 3 Rc3! leads to the previous example, where it is Black to move) **3 Re4 Na3 4 Kc5 Nb1 5 Kb4 Nd2 6 Re2,** and the knight is trapped.

b) **1 ... Nb2 2 Kc6 Nc4** (2 ... Nd1 3 Rd3 Nb2 4 Rd4, or 2 ... Kf6 3 Kd5 Kf5 4 Rb3 Nd1 5 Rd3 Nb2 6 Rd4) **3 Re4 Na5+** (3 ... Nd2 4 Rf4+ Kg6 5 Kd5 Kg5 6 Rf2) **4 Kd7 Nb3** (4 ... Nb7 5 Re5) **5 Kd6 Kf6** (5 ... Nd2 6 Rf4+ Kg6 7 Kd5) **6 Kd5 Kf5 7 Re3 Nd2 8 Rd3,** and White wins.

c) **1 ... Nc5+** (this gives White the most difficulty) **2 Kd6 Nb7+ 3 Kc6 Na5+** (3 ... Nd8+ 4 Kd7 Nb7 5 Re5) **4 Kd7!** (threatening 5 Rc3) **4 ... Nc4 5 Rf3+ Kg6 6 Ke6 Nd2** (on 6 ... Kg5 there follows 7 Rd3! Nb6 8 Rd4! Kg6 9 Rb4 Nc8 10 Kd7 Na7 11 Rb7) **7 Rf4! Kg5** (7 ... Nb3 8 Kd5 Nc1 9 Kc4 Ne2 10 Rf2) **8 Ke5 Nb3 9 Rf2 Kg4 10 Rc2! Kg5 11 Rb2 Nc5 12 Rb5!,** and White wins.

When driving back the knight, the stronger side frequently exploits the fact that, due to a pin, the knight cannot approach its own king.

Sometimes, when the defender's king is on the edge of the board, the pursuit of the knight can be combined with mating threats.

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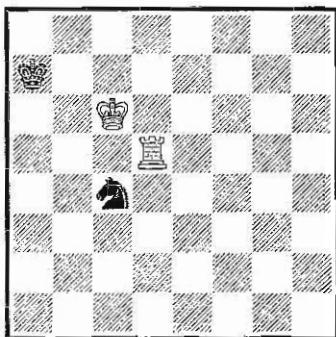
504. Black is threatening to force a draw by 1 ... Ka6 and 2 ... Na5+, so the knight must immediately be pushed back.

1 Rc5 Ne3 2 Ra5+ Kb8 3 Ra4 Nf5 4 Re4 Ng3 (4 ... Ka7 5 Kc7 Ka6 6 Re6+ Ka7 7 Re5) **5 Rb4+** (the knight has been driven far enough away, and now White attacks the king) **5 ... Ka7 6 Rb7+ Ka8 7 Kc7** or **7 Kb6,** and Black has no defence against the mate.

The alternative defence is no better: 1 ... Nd2 2 Ra5+ Kb8 3 Rb5+ Kc8 (*3 ... Ka7 4 Rb7+ Ka6 5 Rb2 Nc4 6 Ra2+ Na5+ 7 Kc5*) 4 Rf5 Kb8 5 Rf4 (exploiting the threat of mate, White cuts off the knight) 5 ... Ka7 6 Kb5 Nb3 7 Kb4 Nc1 8 Kc4 Ne2 9 Rg4 Kb6 10 Kd3 Nc1+ 11 Kc2 Ne2 12 Kd2.

Amelung, 1900

505
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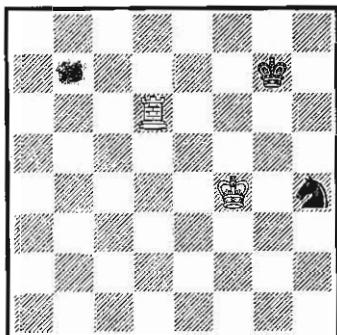
505. 1 Kg5 Nf3+ 2 Kg4 Ne5+ 3 Kf5 Nc4.

Black cannot take his knight up to his king, since at f7 the knight is badly placed: 3 ... Nf7 4 Rd7 Kg8 5 Kf6 (498), while 3 ... Nf3 is met by 4 Rd3 Nh4+ 5 Kg5 etc.

4 Rd4 Na5 (or 4 ... Ne3+ 5 Kf4 Nc2 6 Rc4 Na3 7 Rc5 Kf6 8 Ke4 Ke6 9 Kd3 Kd6 10 Ra5) **5 Ke6 Nb3** (5 ... Nc6 6 Rc4 Na5 7 Rc7+ Kg6 8 Kd5, or 6 ... Nd8+ 7 Ke7 Nf7 8 Rg4+) **6 Rg4+ Kh6 7 Kd5 Nd2 8 Rf4 Kg5 9 Rf2 Nb3 10 Rb2 Nc1 11 Kc4,** and White wins.

from an Arabic manuscript, 1257

506
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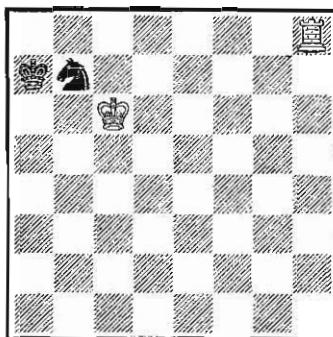
506. An extremely interesting position, discovered by the English researcher D. Forbes in an ancient Arabic manuscript preserved in the British Museum, and published in 1859 in the *Chess Player's Chronicle.* The position was accompanied by the following brief variation, the author of which was evidently Staunton, the editor of the magazine: 1 ... Na5+ 2 Kb5 Nb7 3 Rf8 Nd6+ 4 Kc6 Nc4 5 Rd8 Na5+ 6 Kb5 Nb7 7 Rd7.

In 1899, in the 1st edition of his *Theorie und Praxis der Endspiele,* Berger subjected this position to a thorough analysis, which, however, contained numerous mistakes. It was later studied by a number of analysts. One of them, the Dutchman D. Zielstra, for example, devoted a special book to the position, where he gave 1200(!) variations demonstrating the win for White.

But the reader need not be afraid: the analysis of this position is not as complicated as it might seem. We give the simplest and shortest solution, found by the American A. Frink in 1928, and corrected slightly by us.

1 ... Na5+ 2 Kb5 Nb7 (2 ... Nb3 3 Rd8, and the knight is lost) **3 Rh5!**

This wins more quickly than 3 Rf8. Now Black has three possible defences, but they are all insufficient:

a) **3 ... Kb8 4 Kc6 Nd8+ 5 Kd7 Nb7 6 Rb5! Ka7 7 Kc7 Ka8 8 Rb3**, and White wins.

b) **3 ... Nd6+ 4 Kc6 Ne4** (4 ... Nc4 5 Rc5 leads to position 504) **5 Rh7+ Kb8 6 Rb7+ Ka8 7 Rb4** (7 Re7 is also possible) **7 ... Nf6 8 Rf4 Nh5 9 Rf5 Ng3 10 Rf3!** followed by 11 Kb6 or 11 Kc7 with inevitable mate.

c) **3 ... Nd8 4 Rd5 Ne6** (4 ... Nb7 5 Rd7) **5 Kc6 Kb8** (5 ... Nf4 6 Rd7+ Kb8 7 Rd8+ Ka7 8 Re8 comes to the same thing) **6 Rd6!** (the position reached is the mirror image of position 504 with respect to the h1–a8 diagonal) **6 ... Ng5** (6 ... Nf4 7 Rd8+ Ka7 8 Re8 Nd3 9 Re4 Nf2 10 Ra4+ Kb8 11 Rb4+ Ka7 12 Rb7+ Ka8 13 Kc7 etc.) **7 Rd8+ Ka7 8 Rd7+ Ka6 9 Rd3 Ka7 10 Re3 Kb8 11 Kd7 Nf7 12 Ke7 Nh6 13 Ke6 Ng4 14 Re2 Kc7 15 Kf5 Nh6+ 16 Kg6 Ng4 17 Kg5**, and the knight is caught.

Somewhat later than Forbes, the chess historian van der Linde discovered a similar position in an even older Arabic manuscript, dated 1140.

507 +
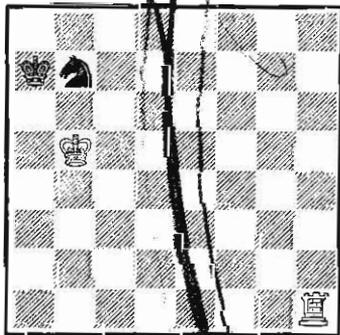
507. This example also has several solutions.

By 1 Ra1+ Kb8 2 Kc6 we can obtain position 506, mirror reflected with respect to the h1–a8 diagonal. 1 Rh8 Nd6+ 2 Kc6 Nc4 3 Rd8 is also good enough to win. 1 Rb1 also wins, e.g. 1 ... Nd6+ 2 Kc6 Nc4 3 Rd1! Kb8 (3 ... Na5+ 4 Kb5 Nb7 5 Rd7) 4 Rd8+ Ka7 5 Rd4 Ne5+ 6 Kc7 Ka6 7 Rd6+ Ka7 8 Rd5, or 1 ... Nd8 2 Rd1 Ne6 3 Kc6 Kb8 4 Rd6, and we have the mirror reflection with respect to the h1–a8 diagonal of position 504.

But the simplest win is by **1 Rd1 Kb8 2 Ka6! Nc5+ 3 Kb6 Na4+ 4 Kc6 Nc3 5 Re1**, when the knight is lost.

Van der Linde estabilished that the author of this example was the Arabic master al-Adli, who lived in the 9th century.

Thus al-Adli's position, as well as Zairab's, have been inherited by us from the ancient game of Chaturanga. Although the rules of Chaturanga differed greatly from the rules of modern chess, the king, rook and knight moved exactly as they do now.

Amelung, 1900

508 +
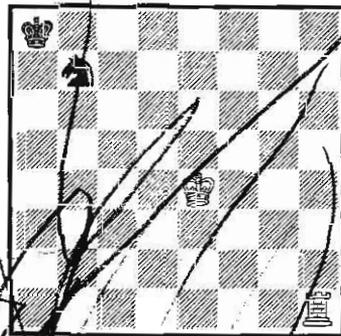
506. This is a modification of al-Adli's position.

1 Kd5.

The knight cannot move because of a pin, and therefore after 1 ... Ka7 or 1 ... Kb8 al-Adli's position is reached in either vertical or horizontal form.

The following study has much in common with the previous examples.

Mandler, 1924

509
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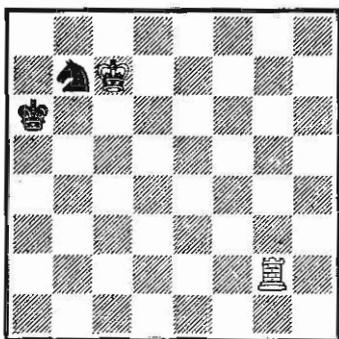
509. 1 Rg6+ Ka7 2 Kc6 Nd8+ (2 ... Na5+ 3 Kb5 Nb7 4 Rg5 leads to position 506) **3 Kd6! Nb7+** (3 ... Kb7 loses to 4 Kd7 Nf7 5 Rg7 Ne5+ 6 Kd6+) **4 Kd5! Na5** (4 ... Nd8 5 Rg8 Nb7 6 Kc6 again leads to position 506) **5 Kc5 Nb7+ 6 Kb5 Kb8 7 Kc6 Nd8+** (or 7 ... Na5+ 8 Kb6 Nc4+ 9 Kb5 Ne5 10 Re6 Nd7 11 Kc6) **8 Kd7 Nb7 9 Rg5 Ka7 10 Kc8!**, and White wins.

We have seen that in certain cases the position of the knight at b2, b7, g2 or g7 can be the cause of Black's defeat.

3.2 ROOK AGAINST KNIGHT AND PAWN

The normal result here is a draw. A win is possible with the rook only in exceptional cases, when the opponent's forces are disunited, and either the knight can be trapped or a mating attack created.

Consider the following typical example.

510. If Black did not have a pawn, White would win easily: **1 ... Nh5+ 2 Kg6 Nf4+ 3 Kg5 Ne6+ 4 Kf6 Nf4** (4 ... Nf8 5 Rd8) **5 Rd4 Ne2 6 Rg4+ Kf8 7 Rc4 Kg8 8 Kg6 Kf8 9 Kg5 Ng3 10 Kg4 Ne2 11 Kf3 Ng1+ 12 Kg2 Ne2 13 Kf2.**

The presence of the pawn does not alter the evaluation: **1 ... Nh5+ 2 K×g6** and **1 ... g5 2 K×g5** transpose into the previous varia-

Averbakh, 1948

510
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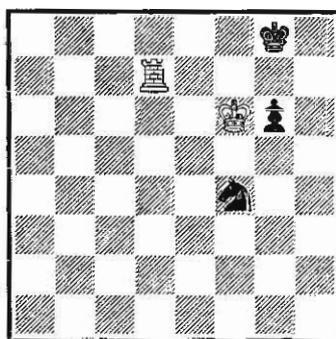
tion, while after **1 ... Kh8 2 Rd4! g5 3 Rd7 g4** (3 ... Kg8 4 K×g5 is analyzed above) **4 Rd4 Ng2 5 R×g4 Ne3 6 Re4 Nd5+ 7 Kf7** White wins.

Averbakh, 1948

511
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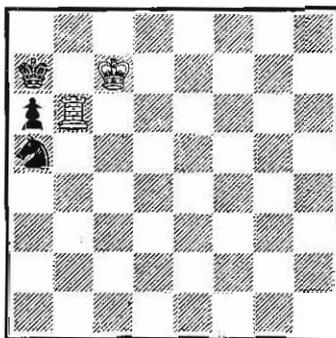
511. Black loses precisely because of his pawn at a6, which deprives his king of this square. After **1 ... Nc4** (were it not for the pawn, this move would ensure a draw) **2 Rb7+! Ka8 3 Rb4 Ne3 4 Re4 Nd5+ 5 Kc6 Nc3 6 Re3 Nb5 7 Kb6 Nd6 8 Re6 Nc4+ 9 Kc5 Nd2 10 Re2 Nb3+ 11 Kb6** White gives mate.

512. White wins by exploiting the poor positioning of the enemy pieces.

1 Rc5 Nd2+.

Black takes his knight up to his king, but this does not improve the position of his minor piece. **1 ... Nd6** was more tenacious, although even then by exact play White wins the pawn

Bogoljubov–Rubinstein

San Remo, 1930

512
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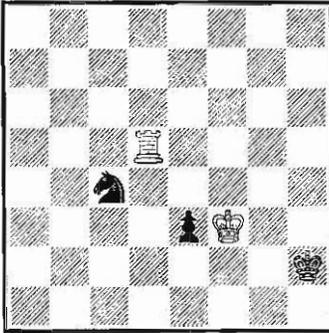
and traps the knight, as the following sample variations show.

2 Rh5+ Kg1 3 K×e3, and now:

a) **3 ... Nc4+ 4 Kd3 Nb2+** (4 ... Nd6 5 Rd5 Nf7 6 Ke3 Kg2 7 Kf4, or 5 ... Ne8 6 Kd4 Nf6 7 Rg5+ Kh2 8 Rg6 Ne8 9 Ke5 Nc7 10 Rb6 Kg3 11 Rb7 Na6 12 Kd6) **5 Kc2 Nc4** (6 Rh4 was threatened, and 5 ... Na4 is met by 6 Rg5+ Kh2 7 Kf2 Kh3 8 Kf3 Kh2 9 Rg2+ Kh3 10 Rc2 Nb6 11 Rc6) **6 Rc5 Nd6 7 Kf3 Kh2 8 Rd5 Nc4 9 Kf2 Kh3 10 Rd3+ Kh2 11 Rd4.**

b) **3 ... Kg2 4 Rd5 Nc4+** (4 ... Nf7 is met by 5 Kf4 and 6 Rd7, and 4 ... Ne8 by 5 Rg5+ Kh3 6 Rg6 Nc7 7 Rc6 Nd5+ 8 Ke4 Ne7 9 Re6 Nc8 10 Kd5 Kg4 11 Kc5 and 12 Re8, or 8 ... Nb4 9 Rc4 Na6 10 Kd5 Kg3 11 Kd6 and 12 Ra4) **5 Kd3 Nb6** (5 ... Nb2+ 6 Kc3 Na4+ 7 Kb4 Nb6 8 Rd8) **6 Rd6 Na4 7 Kc4 Kf3 8 Kb4 Nb2 9 Kb3** etc.

2 K×e3 Nf1+ 3 Kf2 Ng3 4 Re5 (4 Rc4 is also possible) **4 ... Nh1+ 5 Kf3 Ng3 6 Rg5 Nf1 7 Kf2 Resigns.**

513. White has to eliminate the enemy pawn and obtain a won ending with rook against knight.

1 Kc3 h2 2 Rh4 Nc2 3 R×h2 Ne3 4 Rh4!

This wins more quickly than the line given by Salviolli, 4 Kd3 Nd5 5 Rh4 Kb2 6 Rd4, when the knight still has to be caught.

Salviolli, 1887

513
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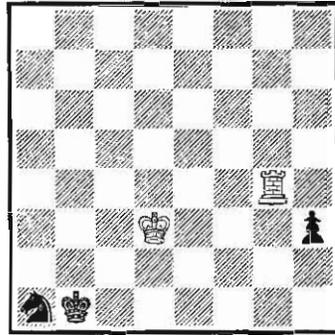
But now the end is near:

a) **4 ... Nd1+ 5 Kd2 Nb2 6 Rb4 Ka2 7 Kc2 Ka1 8 Rb8.**

b) **4 ... Nd5+ 5 Kb3 Kc1 6 Rc4+ Kb1 7 Rd4.**

c) **4 ... Ka2 5 Ra4+ Kb1 6 Re4 Nf5 7 Re5 Nd6 8 Kb3 Kc1 9 Rc5+ Kb1 10 Rd5.**

Sorensen–Nielsen

Esbjerg, 1947

514
B
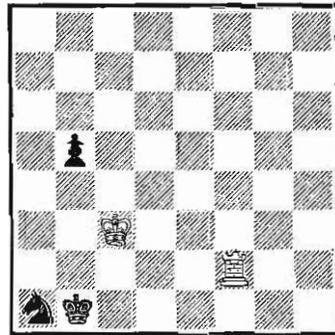
514. 1 ... b4+ 2 K×b4 Nc2+ 3 Kc3 Ne3.

The position reached is the same as in the previous example after Black's 3rd move, except that instead of being at h2 the rook is less well placed at f2. Now 4 Rf4 is not possible, due to 4 ... Nd5+. To win, White must first regroup.

4 Re2 Nd1+ 5 Kd2!

This move was not made in the game. White in fact played 5 Kb3?, and after 5 ... Kc1 a familiar drawn position was reached. But now Black can resign.

5 ... Nb2 6 Rh2! Nc4+.

6 ... Na4 7 Rh4 Nc5 (*7 ... Nb2 8 Rb4!*) 8 Kc3 Ka2 9 Rc4 leads to the won position 504.

7 Kc3 Ne3 8 Rh4, and White wins as in example 513.

Amelung, 1897

515
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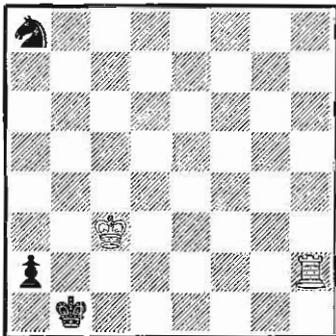
515. Here Black can indeed save the game. He continues **1 ... a1=Q+ 2 Kb3 Kc1! 3 Rh1+ Kd2 4 R×a1 Nc7!,** and the knight unites with the king.

But had Black played 1 ... a1=N, he would have lost both knights after 2 Rb2+ Kc1 3 Ra2, as the reader can easily check for himself.

Liburkin, 1938
(*conclusion of study*)

516
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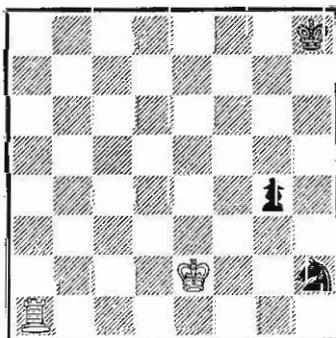
516. Black's king is not in danger, but it is a long way from the knight and pawn, and it can merely stand and watch as they are eliminated: **1 Rh1 g3 2 Ke3 Kg7 3 Kf4 g2 4 Rg1 Nf1 5 R×g2+** and **6 Rf2.**

In exceptional cases it is possible to win with knight and pawn against rook. This happens when the pawn is close to the queening square, and the opponent's pieces are unable to stop it.

The following study is a classic example.

V. & M. Platov, 1907

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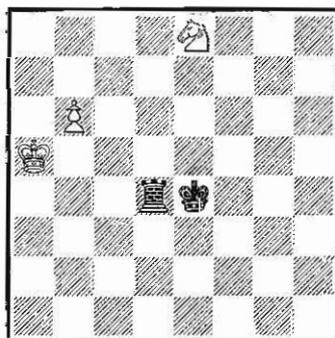
517. 1 b7.

The position seems hopeless for Black, since 1 ... Rd8 (*1 ... Rd1 2 Nd6+* and *3 b8=Q*) is met by 2 Nd6+ Kf3 3 Nc8 Rd1 4 Nd6! Ra1+ 5 Kb6 Rb1+ 6 Nb5.

1 ... Rd5+! (a last 'dying' check?) **2 Kb6!** White sees through the trap: 2 Ka4 leads to a draw after 2 ... Rd8 3 Nd6+ Kf3 4 Nc8 Rd1 5 Nd6 Ra1+.

2 ... Rd8 3 Nd6+ Kf3 4 Nc8 Rd1 5 Nd6! R×d6+ 6 Kc7, and the pawn promotes.

No less typical is the following study.

Prokes, 1941

518
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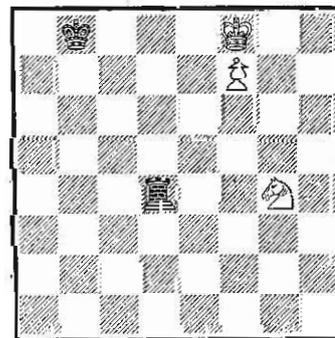
518. 1 Ke7.

Only a draw results from 1 Nf6 Rd8+ 2 Ke7 Kc8! (but not 2 ... *Rh8? 3 Ke6 Rf8 4 Nd7+, and wins*).

1 ... Re4+ 2 Ne5! Rf4 3 Nd7+ and 4 Nf6, blocking out the rook.

Berger, 1889

519
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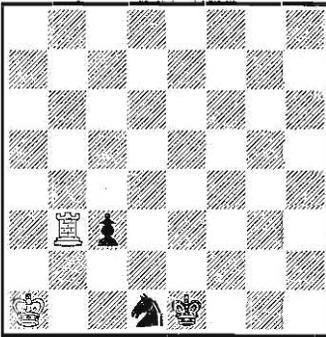
519. 1 ... c2 2 Rb1 Kd2 3 Ka2 Nc3+ 4 Ka3.

The last chance : 4 ... c×b1 = Q(R)—stalemate, but...

4 ... N×b1+ or **4 ... c×b1,=B,** and Black wins.

Vancura, 1924

520
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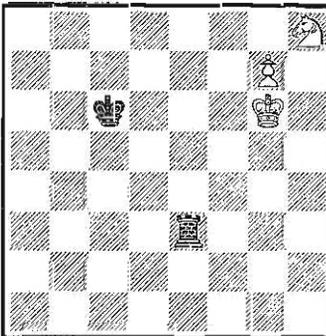
520. 1 Kh5! (1 Kf5 Re8 2 Ng6 Kd6 3 Nf8 Ke7 leads only to a draw) **1 ... Re8!** (1 ... Rh3+ 2 Kg4 Rh1 3 Ng6 Rg1+ 4 Kf5 Rf1+ 5 Ke6 Re1+ 6 Ne5+) **2 Ng6 Kd6** (or 2 ... Ra8 3 Kh6 Kb5! 4 Nf8 Ra6+ 5 Kh5! Ra1

6 Ne6! Ra8 7 Nc7+, and White wins) **3 Nf8 Re1! 4 Ne6 Re5+ 5 Kg4! Re1 6 Kf5 Rf1+ 7 Kg6 Rg1+ 8 Ng5,** and wins.

3.3 ROOK AND PAWN AGAINST KNIGHT

If the stronger side's pieces are coordinated, the winning procedure in this ending is so elementary that it does not require any explanation.

Here we will examine several examples where, for various reasons, there is a lack of coordination, and the win is either altogether impossible, or else it is achieved in an unusual way.

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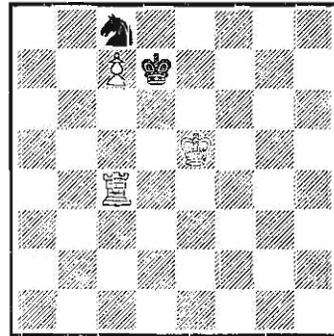
521. The pawn has broken away from the rest of the white forces, and the king is unable to support it :

1 Rc5 Ne7.

Black loses after 1 ... Nb6 (or *1 ... Na7 2 Kd5 Nc8 3 Kc4* etc.) 2 Kd4 Nc8 (*2 ... Kc8? 3 Rc6 Nd7 4 Kd5 Nf8 5 Kd6*, or *3 ... Na8 4 Kc5 N×c7 5 Kb6*) 3 Kc4 Kd6 4 Kb5 Kd7 5 Ka6 Kd6 6 Rc3 Kd7 7 Kb7.

2 Ke4 Nc8 3 Kd5 Ne7+ 4 Kc4 Kc8! 5 Kb5 Kb7! 6 Re5 Nc8, and White has not achieved anything.

Moving position 521 one file to the left does not alter the evaluation, but if it is moved two files to the left White wins in the resulting position by sacrificing his pawn.

522
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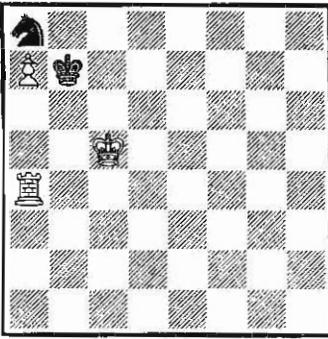
522. 1 Rb4+ K×a7 2 Kc6 etc.

Let us move position 521 one rank down the board.

from **Amelung**

523
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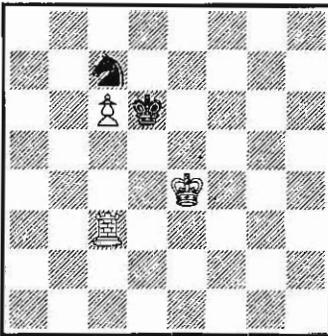
523. White is threatening to approach with his king from the right, but Black manages either to regroup and transpose into position 521, or to win the pawn.

For example: **1 Rc4 Ne6 2 Kf5 Nc7 3 Kf6 Nb5** (also possible is 3 ... Nd5+ 4 Kf7 Nc7 5 Rc1 Nb5! 6 Ke8 Kc7 7 Ke7 Nd4) **4 Kf7 Na7! 5 c7 Kd7 6 Kf6 Nc8 7 Ke5 Ne7 8 Rc5 Nc8 9 Kd5 Ne7+ 10 Kc4 Kc8**, with a draw.

But what will happen if position 523 is moved one file to the left?

524. Berger (1922) considered this position to be drawn, and to demonstrate this he gave the following variation: 1 Rb4 Nd6 2 Ke5 Nb7 3 Ke6 Nc5+ 4 Ke7 Nb7 (Black loses after *4 ... Kb7 5 Kd6 Na6 6 Rb1 Nb8 7 Kc5 Nd7+ 8 Kb5 Nb8 9 Rc1*) 5 Rb1 Na5 6 Kd8 Kb7 7 Kd7 Nc4, winning the pawn.

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W
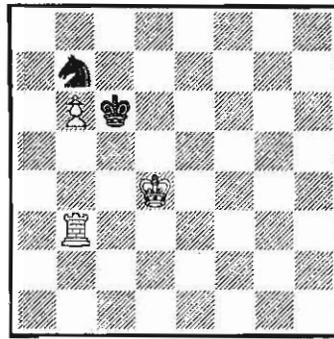
win or draw?

But then Chéron found that... after losing his pawn, White wins: 8 Rb4! N×b6 (otherwise White takes his king to c5) 9 Kd6! Ka7 10 Kc6 Nc8 11 Kc7 etc.

In 1927 Frink established that Black has a better plan, enabling him to maintain the balance, although he has to defend accurately. Black's very first move was incorrect. He should play **1 ... Na5!**, preventing 2 Ke5, when there follows 2 ... Kc5!, and the threat of 3 ... Nc4+ enables Black to eliminate the pawn.

2 Ke4 Nb7 3 Ke5 Nc5! 4 Kf5 Nd7! 5 b7 Kc7, and a drawn position of type 521 has been reached. Now White's only possibility is to approach with his king from the left, but it is easily parried: **6 Rb5 Nb8 7 Ke4 Kc6 8 Rb1 Kc7 9 Kd5 Nd7 10 Rb3 Nb8 11 Kc4 Nd7 12 Rb5 Kb8 13 Kb4 Ka7 14 Ka5 Nb8** etc.

The defence is more difficult in the following position.

525
W
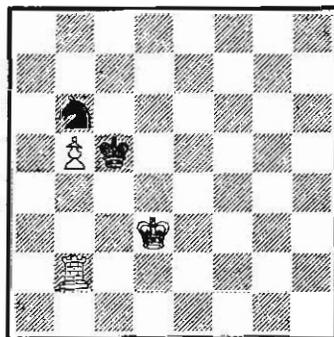
525. Here White's threat of approaching with his king from the side is more of a reality. For example: **1 Rb3** Nd5? **2 Ke4** Nb6 *(2 ... Kc4 3 b6)* **3 Ke5** Nc4+ **4 Ke6** Nb6 **5 Rb1** Nc4 **6 Kd7** Kb6 **7 Rb3** Na5 **8 Rb4!** Nb7 **9 Rb1** Na5 **10 Kd6!** Nc4+ **11 Kd5** Na3 **12 Rb3,** and White wins.

Black draws by gradually transposing into a type 521 position.

1 ... Na4! 2 Ke3 Nb6 3 Ke4 Nc4 4 Kf4 Nd6! 5 b6 Kc6 6 Rb4 Nb7 7 Ke5 Nc5 8 Kf5 Nd7! (but not 8 ... Kb7 9 Kf6! Nd7+ 10 Ke6 N×b6 11 Kd6!, and wins) **9 b7 Kc7** etc.

from **Lewis**, 1835

526
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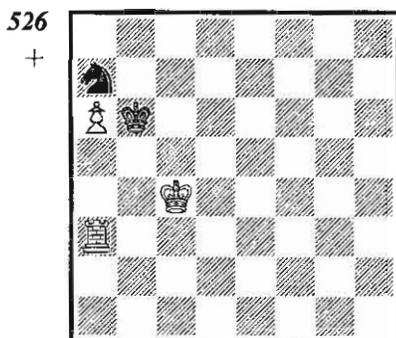
526. This position occurred in one of the match games La Bourdonnais–McDonnell, which continued 1 Kd5? Nb5 2 Rb3 K×a6 3 Kc5 Na7 4 Rb8 Ka5, with a draw.

The winning procedure was found by Lewis, and then made more precise by Berger. White succeeds in approaching the pawn with his king and supporting its advance.

1 Ra4! (found by Berger) **1 ... Nc6** (1 ... Kc6 2 Rb4) **2 Kd5 Na7 3 Kd6 Nb5+ 4 Kd7 Na7.**

Or 4 ... Ka7 5 Kc6 Nc3 6 Rc4 Nb1 7 Rc1 Nd2 *(7 ... Na3 8 Kc5)* 8 Kb5, and White wins.

5 Ra1 Nb5 6 Kc8 Ka7 (6 ... Na7+ 7 Kb8 Nd6+ 8 Ka8) **7 Ra5 Nd6+ 8 Kc7 Nc4 9 Ra2 Nb6 10 Kc6 Nc4 11 Kc5 Nb6 12 Kb5,** and White wins.

If position 526 is moved two ranks down the board, White encounters additional difficulties in carrying out his winning plan, due to the lack of space for his rook.

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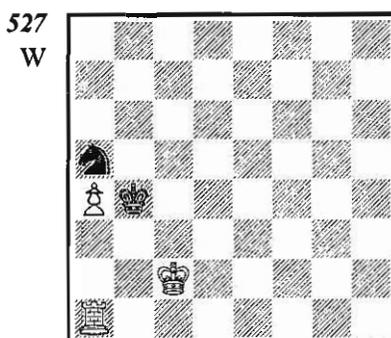
win or draw?

527. This position was given as drawn by Amelung (1907) on the basis of the variation 1 Kd3? Nb3. In 1921 Berger correctly evaluated it as won, but his solution was incomplete. Here we give a detailed solution.

1 Ra2 Nc4 2 Kd3 Na5 (2 ... Kb3 can be met by 3 a5 Ne5+ 4 Kd4 Nf3+ 5 Kc5, when the pawn promotes) **3 Kd4 Nb3+** (Berger considered only 3 ... Kb3 4 Ra1 Kb2 5 Re1 Kb3 6 Kc5!, when the pawn is immune) **4 Kd5 Na5 5 Kd6 Kb3 6 Ra1 Kb4** (6 ... Kb2 7 Re1 Kb3 8 Kc5!) **7 Kc7! Nb3 8 Kb6!!**

By sacrificing his rook, White wins. After 8 Ra2 Nc1 the rook sacrifice leads only to draw: 9 Kb6 N×a2 10 a5 Nc3 11 a6 Nb5, or 9 a5 N×a2 10 a6 Nc3 11 a7 Nb5+.

8 ... N×a1 9 a5 Nb3 10 a6, and the pawn cannot be stopped.

Note that if in position 527 all the pieces, except the rook, are moved one further rank down the board, White is unable to win in the resulting position.

528. In view of the threat of **1 ... Kb2,** winning the pawn, White cannot advance his king.

Let us now return to position 527. Our analysis was not altogether complete. On his 1st move Black could have played **1 ... Nc6**

Berger, 1921

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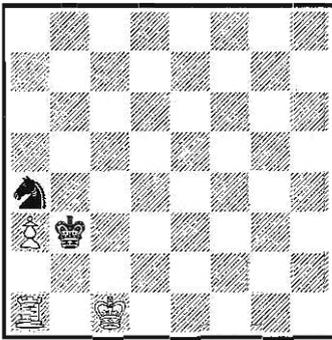
2 Kd3 Kb3 3 Ra1 Kb2, driving the rook from a1, and after **4 Re1 Kb3 5 Re4** we reach position 529, whereWhite defends his pawn with his rook along the rank.

Berger, 1 921

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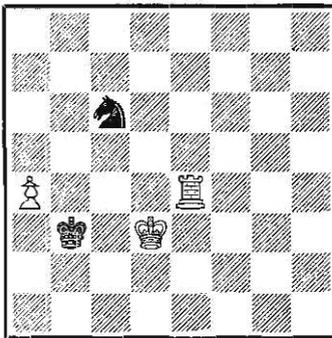
529. White again has the problem of how to support his pawn. To do this he has to take his king round behind the rook.

1 ... Na5 (1 ... Nb4+? 2 Kd4! makes things easier for White) **2 Ke3 Kc3 3 Kf4 Nc4 4 Kg5 Kd3 5 Rh4 Kc3 6 Kf5 Na5 7 Ke6,** and the king breaks through at b5.

White was successful only because his pawn was a rook's pawn.

Let us move position 529 one file to the right.

530. Here the by-pass manoeuvre with the king is unsuccessful, since during that time Black manages to eliminate the pawn:

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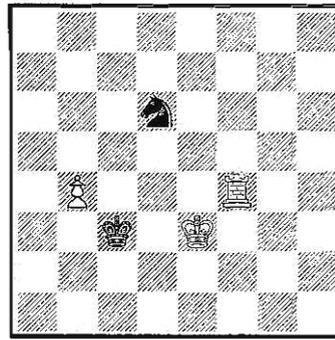
1 ... Nb5 2 Kf3 Kb3! 3 Kg4 Ka4 (such a move was not possible in example 529!) **4 Kf5 Na3 5 Ke5 Kb5 6 Kd5 Nc2,** with a draw.

We will now consider a similar position, but with a more advanced pawn, which occurred in a practical game.

Em. Lasker–Ed. Lasker
New York, 1924

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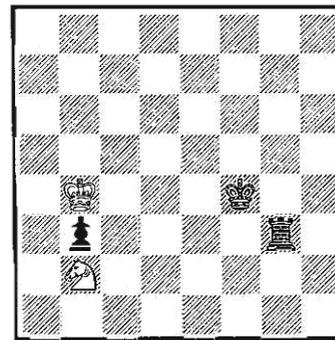
531. Black's winning attempts proved in vain.

1 ... Ke4 2 Na4 Kd4 3 Nb2 Rf3 4 Na4 Re3 5 Nb2 Ke4 6 Na4 Kf3 7 Ka3.

The simplest, but also sufficient was 7 Nb2 Ke2 8 Nc4! (*8 Ka3 Kd2! 9 Nc4+ Kc1,* and Black wins) 8 ... Rg3 9 Ka3 and 10 Kb2, with a draw.

7 ... Ke4 (7 ... Ke2 is met by 8 Kb2 and 9 Nc5, winning the pawn) **8 Kb4 Kd4 9 Nb2 Rh3 10 Na4 Kd3 11 K×b3 Kd4+.** Drawn.

Thus if the rook supports the pawn along the rank, in positions similar to example 530

a draw can be achieved irrespective of how far advanced the pawn is.

An exception is provided by positions where the pawn is on its initial square, and has the possibility of moving forward two squares.

Chéron, 1926

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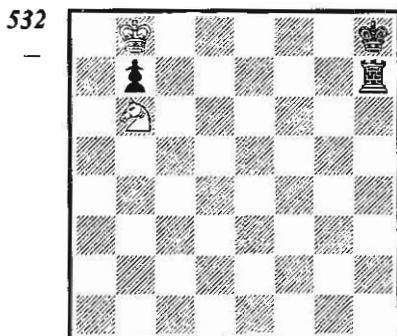
532. 1 Ka7 (1 Nd5 b5) **1 ... Kg8 2 Nd5! Rg7! 3 Kb6 Kf8 4 Ne3 Ke8 5 Nc4 Kd8 6 Nd6 Rg6 7 Kc5 Kc7,** and Black wins.

Chéron, 1926

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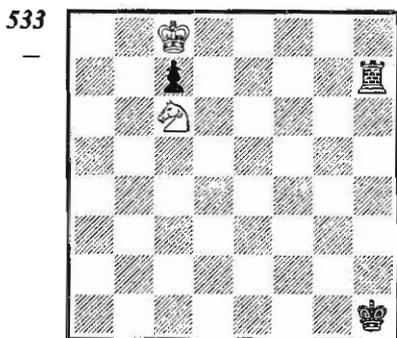
533. 1 Kb7 Kg2 2 Ne5 (2 Na5 c5+ 3 Kc6 Rh5 4 Kb5 c4+ and 5 ... R×a5) **2 ... c5+ 3 Kc6 Rh5 4 Nc4 Kf3 5 Kb5 Ke4** and **6 ... Kd4.**

We have established that the stronger side has the best winning chances when he has a rook's pawn. We will now consider an exceptional position, where the saving path proves rather unexpected.

Kasparian, 1947

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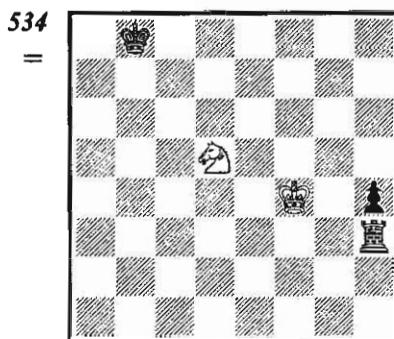
534. Black is threatening to attack the knight with his rook and switch to a winning position with a horizontal pin. Bad therefore is 1 Kg4? Rd3 2 Nf4 Rd4 3 Kg5 Kb7 4 Nh3 Kc6, and Black wins, as in position 529, by taking his king to g3.

The solution of the study is as follows:
1 Ne3!

White wishes to exploit the distant position of the opponent's king and to eliminate the pawn. For example: 1 ... Kc7 2 Nf5 Rh1 3 Kg4 h3 4 Ng3 Rh2 5 Nh5 with the threat of 6 Nf4, or 2 ... Rh2 3 Kg4 h3 4 Kg3 Rh1 5 Nh4 Kd6 6 Nf3 Kd5 7 Nh2, with a draw. Therefore Black must advance his pawn.

1 ... Rh2 (1 ... Rh1 leads to the same variations) **2 Kg4 h3 3 Kg3 Rb2! 4 Ng4** (not 4 Nf1 Rb1 5 Nh2 Rb3+) **4 ... Rb3+ 5 Kh2 Kc7 6 Nf2!** (6 Ne5 loses to 6 ... Kd6 7 Nf7+ Ke6 8 Ng5+ Kf5 9 N×h3 Kg4 10 Nf2+ Kf3 11 Nh3 Rb2+) **6 ... Rb2 7 Kg1 h2+ 8 Kh1!! R×f2**—stalemate!

In the following position White has an overwhelming advantage in force, but how is he to realize it?
535. The game continued: **1 g6.**

All the same, the pawn cannot be defended: 1 Rh1 K×g4 2 Rg1+ Kf5 3 Ke2 Ng6 leads to the drawn position 525.

If instead 1 Rh6, then 1 ... Nf7! 2 Ra6 (2 Rh5 Ne5) 2 ... N×g5 3 Ra4, and the drawn position 530 is reached.

Duz-Khotimirsky-Allakhverdian
Yerevan, 1938

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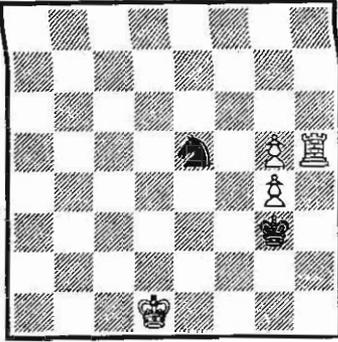
1 ... N×g6 2 Rg5 Nf4 3 Rg8 Ne6! 4 Rg6 (there is nothing better; 4 ... Kf4 and 5 ... Ng5 was threatened) 4 ... Nf4 5 Rg8 Ne6, and a draw was soon agreed.

But it was shown by two readers of *Shakhmatny Bulletin* that White could nevertheless have won by **2 Rh6!** (instead of 2 Rg5), for example: **2 ... Ne5 3 g5 Nf7 4 Rh5!** (4 Rg6 Kg4) 4 ... **Ne5 5 g6!** etc.

3.4 ROOK AGAINST KNIGHT AND TWO PAWNS

3.41 Connected pawns

If they are well placed, a rook and king can successfully defend against a knight and two connected pawns.

von der Lasa, 1833

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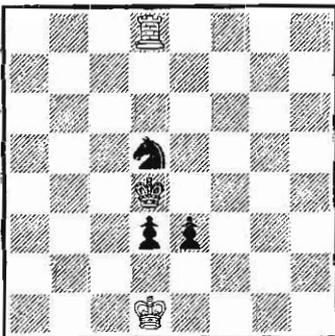
536. The pawns have advanced to the 3rd rank, but the white king is stopping them from in front, and the rook restricts Black's actions from the rear. The concerted action of the enemy pieces prevents Black from landing a decisive blow.

1 Ke1 d2+ 2 Ke2 Kc4 3 Rc8+ Kb3 4 Rd8 Nc3+ 5 K×e3, with a draw.

Also possible is **1 Rd7 d2 2 Rd6 Ke4 3 Kc2!** (but not 3 Re6+ Kd3) **3 ... Nb4+ 4 Kc3 Kf3 5 R×d2.**

Moving the position to right or left does not alter the evaluation.

But if in position 536 White's rook is less well placed (say, on the 2nd rank), he is no longer able to save the game.

Berger, 1921

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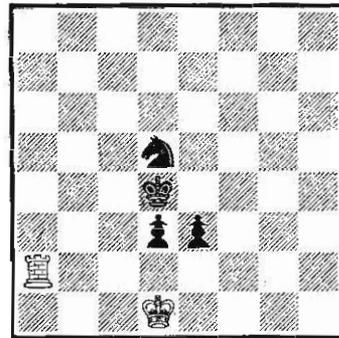
537. 1 Ra4+ Kc5 2 Ra5+ Kc4 3 Ra4+ Kb3 4 Rd4 (now too late!) **4 ... Nc3+ 5 Ke1 Kc2,** and Black wins.

Or **1 Kc1 Nc3 2 Rb2 Kc4 3 Rh2 Ne4 4 Rh4** (4 Rb2 d2+ 5 Kc2 e2) **4 ... d2+ 5 Kc2 Kd5 6 Rh5+ Ke6 7 Rh6+ Kf5 8 Rh1** (8 Rh2 Nf2) 8 ... e2 and 9 ... e1=Q.

But what will be the result with wing pawns?

In position 537 let us move all the pieces, except the rook, three files to the right. Does this alter the evaluation?

538. Here the rook has greater scope than in position 537.

Were it Black to move, he would win quickly by 1 ... Nf3+ 2 Kf1 (*2 Kh1 Ne1! 3 Kg1*—against rook checks the king hides at

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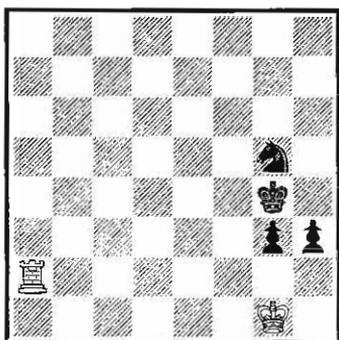
win or draw?

f1—*3 ... g2*) 2 ... Nh4! 3 Ra4+ (*3 Rb2 g2+ 4 Kg1 Kg3*) 3 ... Kg5 4 Ra5+ Kf6 5 Ra6+ Ke7 6 Ra7+ Kd8 7 Ra8+ Kc7 8 Ra7+ Kb6, and White cannot defend against the threats of ...g2 and ...h2.

If it is White to move, can he parry these threats?

1 Ra4+ Kf5 2 Ra5+ Kf4 3 Ra4+ Ne4 4 Rb4.

Black's king cannot move far from the pawns because of Ra3, but this means that he is tied down, e.g. **4 ... Ke5 5 Rb5+ Kd4 6 Rh5** with a draw, or **4 ... Kf3 5 Rb3+ Ke2 6 R×g3 N×g3 7 Kh2.**

Thus against wing pawns a draw is possible even when the rook is on the 2nd rank.

If one of the pieces—rook or king—is unable to take an active part in the battle against connected pawns, it is normally impossible to stop them, and one of them will queen.

Berger, 1890

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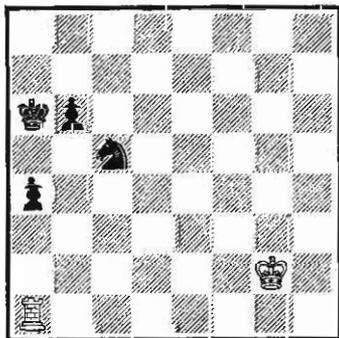
539. The white king is a long way from the battlefield, and while it is approaching Black gains a decisive advantage.

1 ... Kb5 2 Kf3 Nb3 3 Rh1 a3 4 Rh2 Kb4 5 Ke3 b5 6 Rc2 Nc5 7 Kd2 (7 Kd4 Na4 8 Kd3 Kb3 9 Rc1 a2 10 Kd2 b4, and wins) **7 ... Na4 8 Kc1 Kb3 9 Rh2 Nc3** and **10 ... a2.**

Liburkin, 1931

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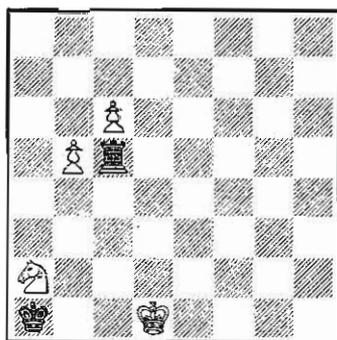
540. Here the pawns are restrained by the rook, and it appears that the loss of one of them is inevitable. But by exploiting the unfortunate position of the enemy king, White is able to win.

1 Nc1! R×b5.

If 1 ... Rd5+, then 2 Kc2 (*2 Ke2? R×b5 3 c7 Re5+* and *4 ... Re8*) 2 ... Rc5+ 3 Kd3! R×b5 4 c7 Rb8! 5 c×b8=B! (but not *5 Nb3+? R×b3+ 6 Kc2 Rb4 7 c8=R Rb2+*, with a draw).

2 c7 Rd5+ 3 Nd3! R×d3+ 4 Kc2 Rd4 5 c8=R! (5 c8=Q? Rc4+, with a draw) **5 ... Ra4 6 Kb3,** and wins.

Réti, 1928

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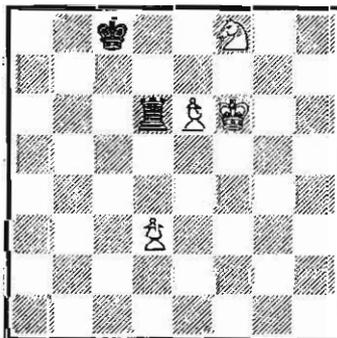
541. White cannot defend his d-pawn, but by subtle play he is able to obtain a familiar *zugzwang* position.

1 d4! R×d4 (or 1 ... Kc7 2 d5 R×d5 3 e7 Rd8 4 Ne6+) **2 e7 Rd6+!** (2 ... Re4 3 Ne6 Kd7 4 Nc5+) **3 Kg7!! Rd8 4 Kf7! Kc7 5 Ne6+**, and wins.

The following study is an exception to the rule. Despite the poor placing of his pieces, White is able to draw.

Mattison, 1914

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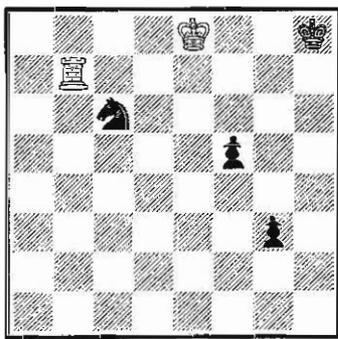
542. 1 Rb3! f2 2 Rf3!! (a surprising move; White allows the pawn to queen) **2 ... g2 3 R×f4! Ne5.**

3 ... g1=Q is met by 4 Rh4+ Kg7 5 Rg4+! Q×g4—stalemate. Black tries to avoid the stalemate, but without success.

4 Rf5! g1=Q (4 ... Nf3?? would have even lost after 5 Kf7) **5 Rh5+ Kg8 6 Rg5+! Q×g5**—stalemate.

3.42 Isolated pawns

Against isolated pawns the king should again be in front of them, and the rook should attack them from the rear.

543. The most accurate way for White to draw is by keeping his rook on the d-file, e.g. **1 Rd7** (he loses after 1 Ke1 c2 2 Rc8 Nc3) **1 ... Kc4 2 Rd8 Nb4 3 Rc8+ Kb3 4 Ke2 Nd5 5 Kd3.**

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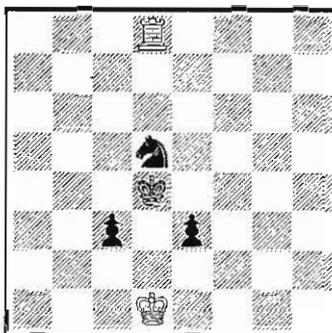
However, he does not lose after **1 Rc8** (or 1 Re8) **1 ... Kd3 2 Rc6** (2 Rd8 e2+ 3 Ke1 c2 4 R×d5+ Kc4) **2 ... e2+ 3 Ke1 Nf4 4 Rd6+ Ke3 5 Re6+! Kf3! 6 Re3+!!**

As in the case with connected pawns, there are difficulties involved in defending with the rook from the side, but this also ensures a draw if the rook can be transferred to attack from the rear.

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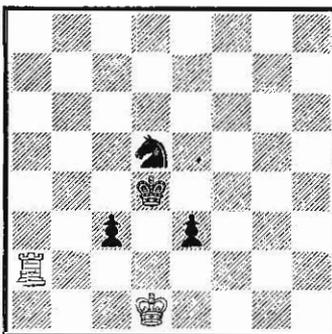
544. By **1 Ra8 Kd3 2 Rc8** (or 2 Re8) White saves the game, as follows from the previous example.

If the pawns are not far advanced, the defence does not present any difficulty.

545. 1 ... g4 2 Rf1 g3 3 Kf3 g2 4 Ra1 e4+ 5 Kg3 e3 6 Kf3 e2 7 Ra5+ Ke6 8 Ra1 Ke5, and the players agreed a draw in view of the variation 9 Ra5+ Kd4 10 Ra1 Kd3 11 K×f4 Kd2 12 Kf3.

But against far advanced pawns, the slightest lack of coordination between king and rook can lead to defeat.

Kudrin–Estrin
Moscow, 1946

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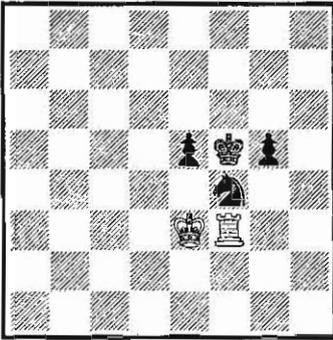
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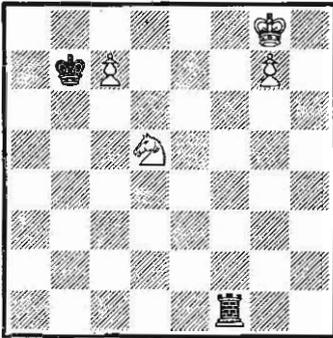
546. Black's pieces appear to be well placed, and indeed, if his king were at c8, White would be unable to win. But here, by combining threats, he wins.

1 Kh7 Rh1+ 2 Kg6 Rg1+ 3 Kf7 Rf1+ 4 Nf6 Rg1 5 Ne8! Rf1+ 6 Ke7 Re1+ 7 Kd7 Rd1+ 8 Nd6+.

Prokes, 1940

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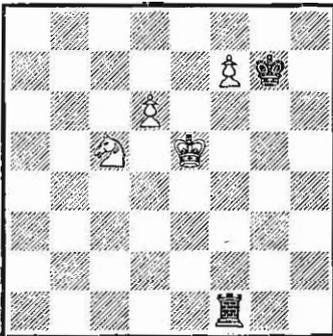
547. Black's king should be blockading the pawn. Then 1 d7 would be met by 1 ... Ke7, with a draw.

But here after **1 d7 Rd1 2 Ke6 Kf8** (2 ... Re1+ is met by 3 Ne4! R×e4+ 4 Kd5 Re1 5 f8=Q+ and 6 d8=Q+, while if 3 ... Rd1 4 Nd6) **3 d8=Q+! R×d8 4 Kf6 Rd6+ 5 Ne6+** White wins.

Lazard, 1921

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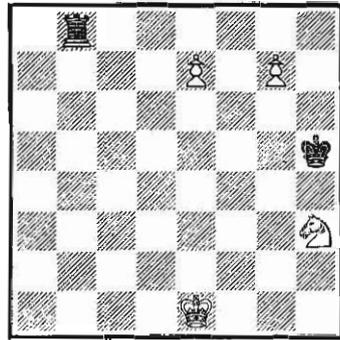
548. Here the king is unable to help the rook. After **1 Nf4+! Kh6** (1 ... Kg5 allows White to block out the rook by 2 Ne6+ and 3 Nd8) **2 Ne6 Re8 3 g8=Q R×g8 4 Nf8** the knight blocks out the rook, and the attempt to play for stalemate—**4 ... Rg5**, is parried by **5 Ng6!** (5 e8=Q? Re5+ 6 Q×e5—stalemate).

The reader will encounter familiar ideas in the following study, where the king attempts to escape the pursuit of the rook by the procedure of 'down and up'.

Kotov, 1945

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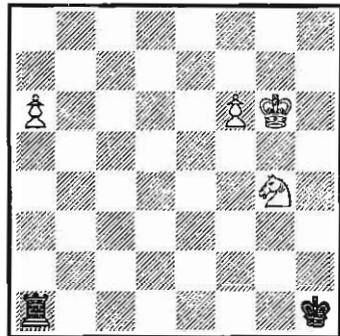
**549. 1 f7! R×a6+ 2 Nf6 Ra8 3 Ne8 Ra6+
4 Kg5** (the king must move, such that the rook
is not allowed onto the f-file) **4 ... Ra5+
5 Kg4 Ra4+ 6 Kg3 Ra3+ 7 Kf2 Ra2+
8 Ke3 Ra3+ 9 Ke4 Ra4+ 10 Ke5 Ra5+
11 Ke6 Ra6+ 12 Kd7 Ra7+ 13 Nc7** etc.

Prokes, 1939

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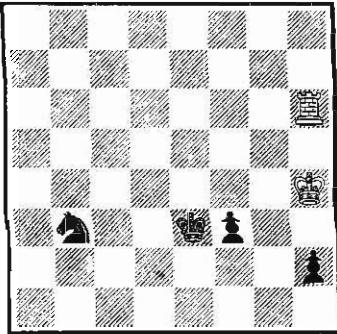
550. White's forces are badly placed, but
his king succeeds in reaching the pawns just
in time, and, thanks to the fact that one of the
pawns is a rook's pawn, the result is a draw.

**1 Kg3 f2 2 Kg2 Nd2 3 Rf6! f1=Q+ 4 R×f1
N×f1 5 Kh1!**

If his king is badly placed, the side with
the pawns may not only be deprived of win-
ning chances, but may even be condemned to
defence. Here is one such example.

Selezniev, 1920

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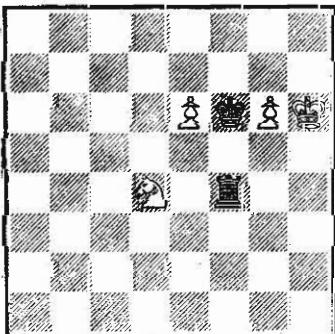
551. Mate is threatened, and the knight is
attacked.

White's only saving move is **1 Nf5!**, e.g.:

a) **1 ... R×f5 2 g7 Rf1 3 g8=N+**.

b) **1 ... K×f5 2 e7! Re4 3 Kh7! Kf6 4 g7
R×e7** (4 ... Rh4 5 Kg8 K×e7—stalemate)
5 Kh8 R×g7—stalemate!

3.43 Doubled pawns

Doubled pawns are of course less dangerous,
although, if the rook is attacking from the
rear, the second pawn covers the first. Such
pawns are best attacked from in front or from
the side.

Petrov, 1945

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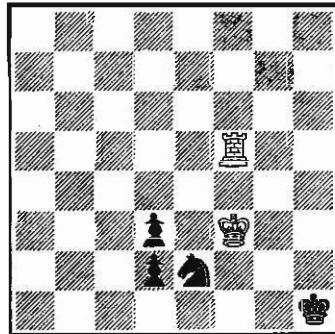
552. The rook cannot prevent the queening
of the pawn, but by exploiting the poor
position of the enemy king, White is able to
draw.

1 Kf2 Ng3 2 Rf4 Nf1 3 Rg4 (threatening
4 Rg1+; so that Black's reply is forced)
3 ... d1=Q (on 3 ... d1=N+ White draws
by 4 Ke1 Nde3 5 Rg1+!, but not 4 K×f1
Ne3+) **4 Rg1+ Kh2 5 Rh1+! K×h1**—stale-
mate!

3.5 ROOK AND PAWN AGAINST KNIGHT AND PAWN

3.51 The pawns are not passed

The stronger side's plan in such endings is to break through with his king to the enemy pawn, and, after pushing back the enemy pieces, win it. The result depends to a considerable extent on what possibilities the defender has of hindering this plan.

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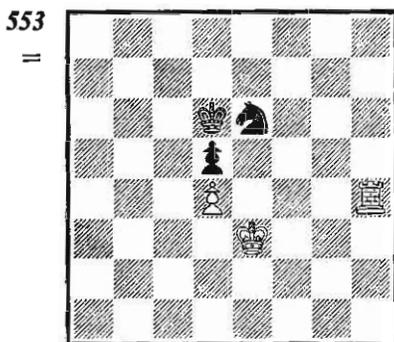
553. Black's pieces are securely defending the approaches to his pawn. White is tied to the defence of his own pawn, and is unable to throw all his forces into the attack; his king alone can launch an assault on the enemy position. By giving up the exchange White can win a pawn, but this leads merely to a drawn pawn ending.

If position 553 is moved one rank up the board, the evaluation is changed.

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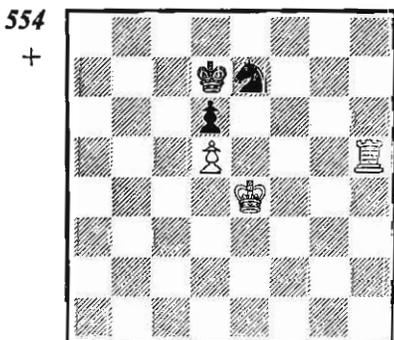
554. By sacrificing the exchange, White obtains a won pawn ending: **1 Kd4 Kd8 2 Kc4 Kd7 3 Rh7 Kd8 4 R×e7 K×e7 5 Kb5 Kf6 6 Kb6 Kf5 7 Kc7 Ke5 8 Kc6** etc.

There is also an alternative way: **1 Kf4 Kd8 2 Rh8+ Kd7 3 Rh7 Kd8 4 R×e7 K×e7 5 Kg5 Kf7 6 Kf5** etc.

It is clear that moving position 554 one or two files to the left will not affect the result.

Moving position 553 one rank down the board also does not reflect on the result, although White acquires an additional possibility—an attack with the rook from the rear.

Averbakh, 1948

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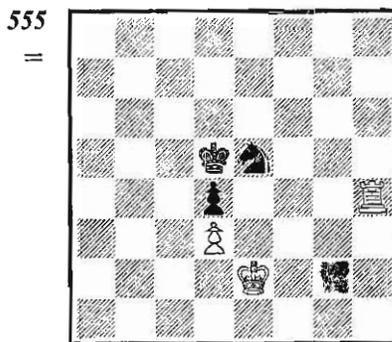
555. 1 Rh5 Kd6 2 Rh8 Kd5 3 Rd8+ Kc5 4 Kd2 Nc6 5 Rd7 Ne5 etc.

Only in the next position, obtained by moving example 553 two ranks down the board, does the attack with the rook from the rear prove successful.

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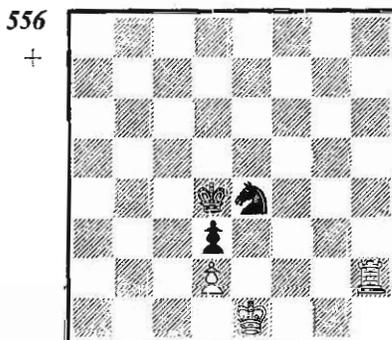
556. 1 Rh4 Kd5 2 Rh8 Kd4 3 Rd8+ Kc4 4 Rd7 Nc5 5 Rd6 Ne4 6 Rd8 Nc5 7 Kf2 and 8 Ke3, winning.

Our analysis of positions with rook's pawns will commence with the following.

Averbakh, 1948

557
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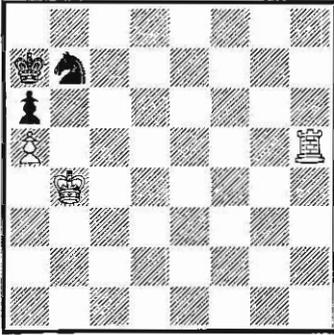
557. Here the exchange sacrifice does not achieve anything, but the poor position of the black king allows White to win by means of a pawn sacrifice.

1 Rh6 Nd8 2 Rd6 Nb7 3 Rb6 Nd8 4 Kc5 Nb7+ 5 Kc6! N×a5+ (totally bad is 5 ... Nd8+ 6 Kc7 Nf7 7 Rb7+ and 8 Kb6) **6 Kc7,** and we reach the winning position 511.

Averbakh, 1948

558
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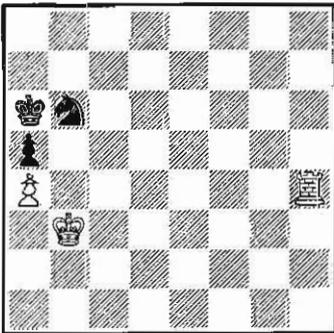
558. Here this plan does not work, since after **1 Rh5 Nd7 2 Rd5 Nb6 3 Rb5** Black has 3 ... Nc8, and if 4 Kc4 Nd6+.

But if this position is moved one rank down the board, White wins thanks to the possibility of an attack by the rook from the rear.

Averbakh, 1948

559
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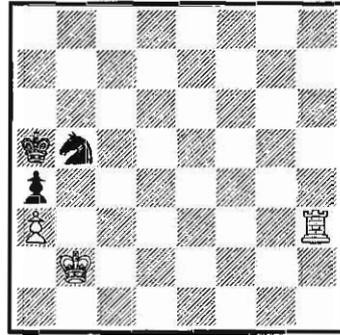
559. 1 Rh6 Nd4 2 Rh8 Nc6 (2 ... Nb5 3 Ra8+) **3 Kc3 Kb5 4 Rh5+ Kb6 5 Kc4 Ka6 6 Kc5,** and White wins.

In all the examples considered the defender's pieces were as well positioned as possible. If this is not the case, he normally loses.

Fine, 1941

560
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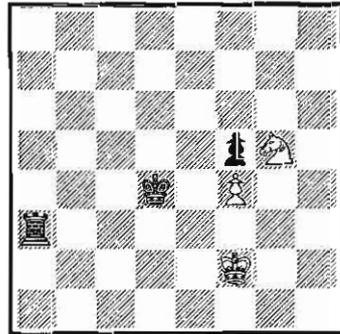
560. 1 ... Kd3! 2 Kf3 Ra1 3 Kf2 Ra1 4 Kf3 Rf1+ 5 Kg3 Ke3 6 Ne6 (6 Nh3 Rf3+ 7 Kg2 R×h3) **6 ... Rf2 7 Nc7 Rf3+ 8 Kg2 K×f4!,** and Black wins.

If the pawns are not blocked, this improves the stronger side's winning chances.

Tarrasch–Réti
Bad Kissingen, 1928

561
B
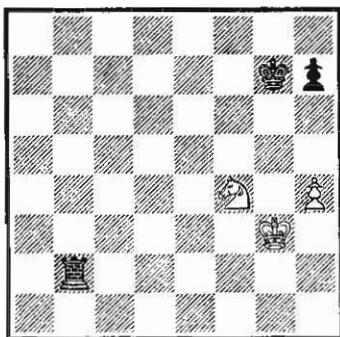
561. Black's task proved very simple:
**1 ... Kf6 2 Nh3 Rb3+ 3 Kg2 Kf5 4 Nf2
Kf4 5 Nh3+ Kg4 6 Nf2+ K×h4** etc.

And now another typical example.

64, 1939

562
B
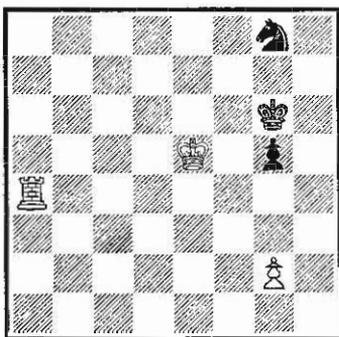
562. The attempt by Black to play actively
is unsuccessful: **1 ... Kh5 2 g4+ Kh4**
(*2 ... Kg6 3 Ra6+ Kg7 4 Kf5*) **3 Ke6 Nh6
4 Kf6 Ng8+ 5 Kf7 Nh6+ 6 Kg6 Ng8 7 Re4**,
and White wins.

1 ... Nh6 2 Ra6+ Kh5 is more tenacious,
although even here White wins after **3 Re6!**,
restricting the knight: **3 ... Ng4+ 4 Kf5
Nh6+** (*4 ... Nf2 5 Re3*) **5 Kf6 Ng4+ 6 Kg7
Kh4 7 Kg6 Kg3.**

7 ... Nh2 is weaker due to 8 Re3! g4
9 g3+ Kh3 10 Kf5 Nf1 11 Rd3 Nh2 12 Kf4
etc.

8 Re2! Kh4.

Or 8 ... Nf2 9 R×f2 K×f2 10 g4. It now
remains for White to overcome the last
barrier. Nothing is achieved by 9 Re4 Kg3
10 K×g5 due to 10 ... Nf2, with a draw.
9 Kf5! Nh6+.

If 9 ... Kh5, then 10 g3 Nh6+ 11 Kf6
Kg4! (*11 ... Ng8+ 12 Kg7 Kg4 13 Kg6!
Kf3 14 Re8*) 12 Kg6! K×g3! 13 K×h6 g4
14 Re8 Kh4 (*14 ... Kf2 15 Rf8+ Ke2 16 Rg8
Kf3 17 Kh5 g3 18 Kh4 g2 19 Kh3*) 15 Re4
Kh3 16 Kg5 g3 17 Rh4+ Kg2 18 Kg4 Kf2
19 Kh3 g2 20 Rf4+ Kg1 21 Kg3! Kh1 22
Rh4+, and wins.

10 Kf6 Ng4+ 11 Kg6 Nh2 12 Re3!
White has to play accurately. Nothing is
achieved by 12 Kf5 Nf1 13 Re4+ Kg3
14 Rg4+ Kf2 15 K×g5 Ne3 16 g3 Kf3, or
12 Re5 g4 13 Kf5 Kg3 14 Re2 Nf3!, with
a draw.

12 ... g4 (12 ... Nf1 13 Rh3+ Kg4 14
Rh5) **13 g3+! Kh3 14 Kf5 Nf1 15 Rd3 Nh2
16 Kf4 Nf1 17 Rd1 Nh2 18 Rh1**, and White
wins.

We will now examine a number of posi-
tions where the pawns are on adjacent files.

563
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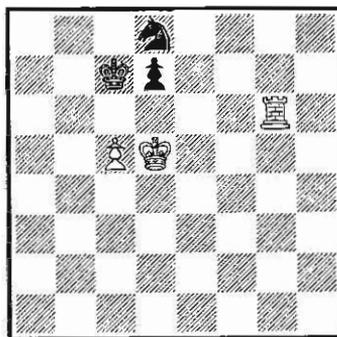
563. How can White get at the black pawn?
On 1 Ke5 there follows 1 ... Ne6, and due
to the threat of 2 ... Kc6 the king has to
retreat. On the waiting move 1 Rf6 Black
does not reply 1 ... Nc6 2 R×c6+ d×c6+
3 Ke6 and wins, but 1 ... Ne6, after which
2 c6 Nd8 leads to an immediate draw.

The most dangerous continuation for Black is **1 Ra6,** with the threat of attacking with the rook from the left. For example: **1 ... Nb7 2 Ra8 Nd8 3 Ra7+ Kc8** (this move looks weak, but it is good enough to draw) **4 Kd6 Nf7+ 5 Ke7 Ne5 6 Ra6 Kc7 7 Rd6 Nc4 8 R×d7+.** White has achieved his aim—he has won the pawn, but after **8 ... Kc6** the c5 pawn is also lost, and with it any hope of winning.

Instead of 3 ... Kc8 Black can also play 3 ... Nb7 4 Kc4 Kb8! (the only move, since Black loses after *4 ... Kc6 5 Ra6+ Kc7 6 Kb5 Nd8 7 Ra7+ Kc8 8 Kb6*—it is this breakthrough with the king, combined with the attack by the rook from the left, that constitutes White's main threat) 5 Ra6 Nd8 6 Kb5 Kd7 7 Rd6 Kc7 8 Ra6 Kb7 9 Ra2 Nc6 10 Ra4 Kc7 11 Ra6 Nd4+ 12 Kc4 Nc6, and White has again not achieved anything.

It is clear that positions obtained by moving example 563 to the left along the rank will also be drawn, since White's attacking possibilities are reduced.

Let us move position 563 one rank down the board.

In the following example the stronger side's task is complicated by the fact that the opponent is threatening to queen his pawn.

Averbakh, 1948
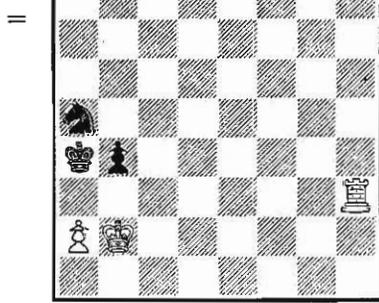
565. The by-passing manoeuvre with the king does not work: **1 Kc2 Kb5 2 Rh8 Ka4 3 Rb8 Ka3 4 Ra8 Ka4 5 Kd3 Kb5 6 Kd4 b3! 7 Rb8+ Ka4.**

If position 565 is moved one or two files to the right, and the resulting positions are moved up the board, all these positions will be drawn, since White has no way of successfully attacking the enemy king with his rook.

564. Here Black draws even more easily, since after **1 Ra5** he can even reply **1 ... Nc5,** since 2 R×c5 is not a threat. For example: **2 Ra3 Ne6+ 3 Kc3 Nc5 4 Kb4 Kb6 5 Ra8 Nd3+ 6 Kc3 Nc5 7 Kd4 Kc6,** with a draw.

Averbakh, 1948
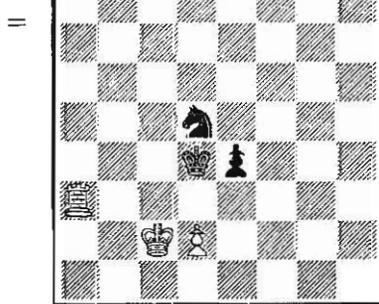
566. The position differs significantly from the previous one. White can attempt to attack the king with his rook from the left,

in combination with a by-passing manoeuvre with his king.

1 Ra4+ Ke5 2 Kb3.

We will first examine the consequences of 2 ... Nf6 3 Kc4 Kf4 (*3 ... e3 4 d×e3 Ke4 5 Ra6 Ng4 6 Re6+*) 4 Ra3 Ke5 5 Ra5+ Kf4 6 Kd4 Ng4 7 Ra8 Kf3 8 Rf8+ Ke2 9 K×e4 K×d2. The pawns have been exchanged, but the knight is badly placed and is now lost: 10 Rf4 Nh6 11 Kd5! Ke3 12 Ke5 Ng8 13 Rh4 Ne7 14 Rh6 Kd3 15 Re6 Nc8 16 Kd5 Na7 17 Kc5, and the knight is caught.

But perhaps Black should aim for a different set-up? To create the threat of advancing his pawn, he should keep his knight at f5, rather than f6. Therefore correct is **2 ... Ne7! 3 Kc4 Nf5 4 Ra8 Kf4 5 Rf8 Ke5 6 Re8+ Kf4 7 Kd5.**

This is the maximum that White can achieve, but there follows **7 ... e3! 8 d4 Kf3! 9 Re5!** (9 Kc4 e2 10 Kd3 N×d4, or 9 Rf8 Kf4 10 Ke6 Ke4 11 R×f5 K×d4—draw) **9 ... Ng3 10 Kc4 Ne4 11 Kd3 Nf2+ 12 Kc2 Ne4 13 Kd1** (13 Rf5+ Kg4 14 Rf1 e2 15 Ra1 Kf3 16 Kd3 Nf2+ 17 Kd2 Ne4+ 18 Ke1 Ke3 19 d5 Nc5 20 Ra3+ Kd4 21 d6 Kd5 etc.) **13 ... Nf2+ 14 Ke1 Nd3+ 15 Kf1 Nf4 16 Re8 e2+ 17 Ke1 Nd3+ 18 Kd2 e1=Q+ 19 R×e1 N×e1 20 d5 Ke4 21 d6 Nf3+ and 22 ... Ne5**, with a draw.

The same plan of defence leads to a draw in positions obtained by moving the pieces (apart from the rook) in example 566 one file to the right. But moving it two files to the right changes the evaluation.
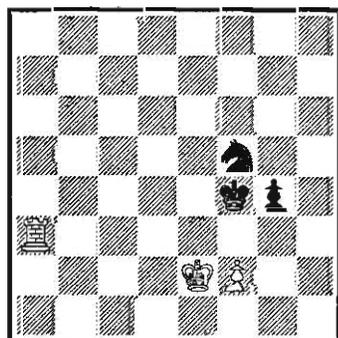
567. Black has insufficient space for re-grouping, and he loses after **1 Ra4+ Kg5 2 Kd3 Ng7 3 Ke4 Nh5 4 Ra8 Kh4 5 Rh8 Kg5 6 Rg8+ Kh4 7 Kf5 g3 8 f4 Kh3 9 Kg5.**
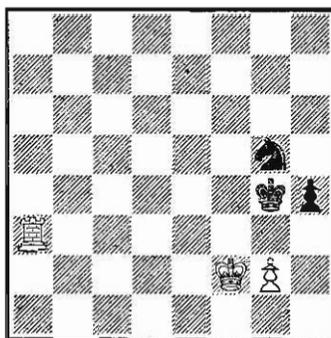
568. This position is also lost for Black, since he cannot prevent the by-passing manoeuvre by the enemy king.

When the threat of Black advancing his pawn is less of a danger, he should stick to the piece set-up shown in diagram 569.

Averbakh, 1948
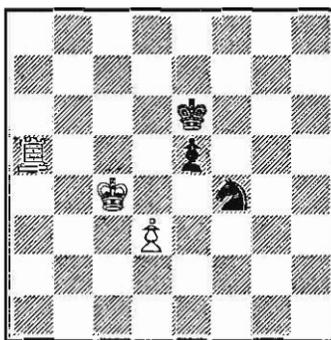
569. From f4 the knight is attacking the d3 pawn, restricting the actions of the white king. If the king transfers to e3, Black transfers his knight to c5, not allowing the king in at e4.

On **1 Ra6+** he must reply **1 ... Kf5!**, and now:

a) **2 Rb6 Ne2 3 Rb2 Nf4 4 Rf2 Kg5 5 Kc3** (if 5 Rf3 Kf5 6 Re3, then 7 ... Ng2 8 Rg3

Nf4 8 Kc5 Ne2 9 Re3 Nf4 10 Kd6 Kf6 11 Rf3 Kf5 12 Rg3 e4! with a draw, since on 13 d4 there follows 13 ... Ne2) **5 ... Kf5 6 Kd2 Ke6 7 Ke3** (7 d4 Kd5 8 Ke3 Ne6) **7 ... Kd5 8 Ra2 Ne6.**

b) **2 Rd6 e4! 3 d4 e3 4 Rd8** (4 Kc3 e2 5 Kd2 Ke4 6 Rd8 Nd5) **4 ... e2 5 Rf8+ Kg4 6 Re8 Kf3 7 Kc3 Ng2 8 Kd2 e1=Q+ 9 R×e1 N×e1 10 d5 Ke4 11 d6 Nf3+** and **12 ... Ne5.**

Retreating the king onto the 7th rank would appear to lose: 1 ... Ke7 2 Rh6 Kd7 (*2 ... Kf7 3 Rd6 Ke7 4 Kc5 Kf7 5 Kb6! Ke8 6 Kc7 Ke7 7 Kc6 Kf7 8 Kd7 Ne2 9 Re6 Nf4 10 R×e5 N×d3 11 Re3*, and we reach position 503, which is won for White) 3 Rh4 Ng2 4 Re4 Kd6 5 d4! e×d4 6 K×d4, and the knight is cut off.

The position obtained by moving example 569 one rank up the board will also be drawn.

Averbakh, 1948

570
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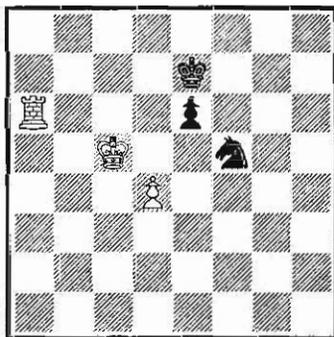
570. 1 Ra7+ Kf6 2 Rb7 (no better is 2 Rd7 Kg6 3 Kc6 Kf6 4 Kc7 Kg6 5 Kd8 Kg5! 6 Ke8 Kf4 7 Kf7 Ke4, exchanging pawns) **2 ... Ne3 3 Rb3 Nf5 4 Rf3 Kg6 5 Rf4 Kf6 6 Re4 Ng3 7 Rg4 Nf5 8 Kc6 Ne3 9 Re4 Nf5 10 Kd7 Kf7 11 Rf4 Kf6 12 Rg4 e5!** with a draw, since **13 d5 Ne3 14 d6** does not work after **14 ... N×g4 15 Kc7 Nh6 16 d7 Nf7.**

Only moving position 570 one further rank up the board changes the evaluation.

Averbakh, 1948

571
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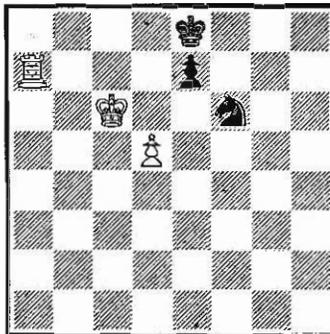
571. White wins by defending the pawn with his rook and advancing his king:

1 Ra8+ Kf7 2 Rb8 Ne4 3 Rb4 Nf6 4 Rf4 Kg7 5 Rf5 Kf7 6 Kc7 Kg6 (6 ... e6 7 R×f6+ K×f6 8 d6 etc.) **7 Re5 Kf7 8 Kd8 Kf8** (8 ... Ng8 9 Re1 Kf8 10 Rf1+ Kg7 11 Rg1+ and 12 R×g8) **9 Rf5 Kf7 10 Rg5 e6** (10 ... Kf8 11 Re5) **11 d6! Ne4 12 d7 N×g5 13 Kc8.**

If position 569 is moved one file to the right, the retreat of the king to the 7th rank becomes possible, since White is unable to make an effective attack on the knight.

572
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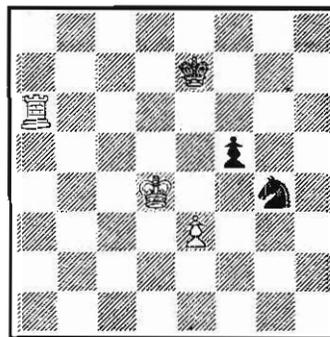
572. Thus after **1 Rg6 Kf7 2 Rg5 Kf6 3 Rh5 Ke6 4 Rh4 Nf6! 5 Rh6** there follows **5 ... Kf7!**, and if **6 Ke5 Ng4+.**

If instead White heads for f4 with his king, the knight transfers to d5, e.g. **1 Kd3 Nf6 2 Ke2 Nd5 3 Kf3 Kd7.**

573
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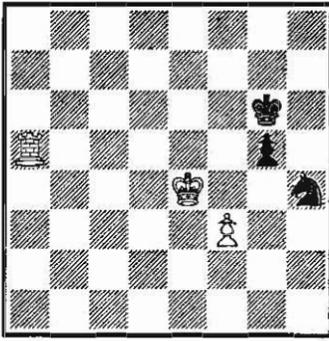
573. Here on **1 Ra6+** only the retreat to the 7th rank gives a draw. After 1 ... Kh5? Black ends up in *zugzwang*, and loses: 2 Rb6 Ng2 3 Rb2 Nh4 4 Rh2! Kg6 5 f4 Kf6 6 f5! etc.

Taimanov–Bronstein
Leningrad, 1946

574
+
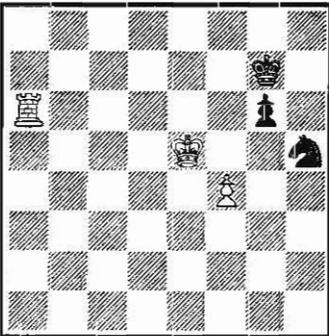
574. The game was adjourned in this position, and ended in a draw after **1 Ra7+ Kf8 2 f5?**

The winning procedure was found by Bronstein and Averbakh in a joint analysis.

2 Rd7! Kg8 (2 ... Ke8 3 Rh7 and 4 f5) **3 Ke6!**

By sacrificing his pawn, White succeeds in breaking down the enemy fortress:

a) **3 ... N×f4+ 4 Kf6**, reaching position 510, which is won for White.

b) **3 ... Kf8 4 Rf7+ Kg8** (4 ... Ke8 5 Rf6! Kd8 6 Kf7) **5 Ke7 Kh8 6 Kf8 Ng3 7 Rg7 Nh5 8 R×g6** etc.

But what if the defender is unable to achieve the most active disposition of his pieces? In this case the material advantage should normally prove decisive.

The following example gives a striking demonstration of how how defensive lines are set up, and how they are overcome.

Alekhine–Fox
Bradley Beach, 1929

575
W
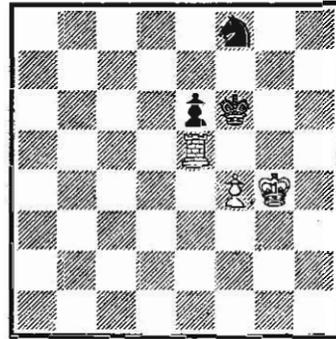
575. Were the knight at e7, the position, according to example 564, would be drawn. But here, by an attack with his rook from the right, White is able to prevent the regrouping of the enemy pieces.

1 Rh5! Kg6 (1 ... Ng6 is met not by 2 Rh6 Kg7 3 Kg5? N×f4, but 2 Rh7, as in the game) **2 Ra5 Nd7 3 Kf3 Kf6 4 Ra7 Nf8 5 Kg4 Ng6 6 Rh7! Nf8 7 Rh6+ Ke7 8 Kg5 Nd7 9 Rh7+ Kd6.**

White has passed through the first defensive line, but the next step requires further efforts.

10 Rh1! Ke7?

This simplifies White's task. Correct was **10 ... Nb6 11 Re1 Nd5**, erecting a new barrier. Even so, thanks to the fact that the rook has freedom of action from the left side, this barrier can be overcome. For example:

12 Re4 Nc3 13 Rc4 Nd5 14 Kg6 Ke7 15 Re4! Kd6 (15 ... Kf8 is met by 16 Rd4 Ke7 17 f5! Nf6 18 Rd1, when Black has no defence against the threat of 19 Re1, since on 18 ...

e×f5 there follows 19 Re1+ Ne4 20 K×f5) **16 Kf7 Kd7 17 Rc4 Kd6 18 Ra4** (the reader should note that there was no similar move in examples 569, 570 and 572) **18 ... Kd7** (18 ... Nc3 19 Ra6+) **19 Re4,** and so on as in the game.

11 Kg6 Nb6 12 Re1! Kd7 13 Kf7 Nd5 14 Re4 Nc7 15 Rd4+ Kc8 16 Rc4 Resigns.

If the pawns are not yet close, this normally improves the winning chances, since it is more difficult for the defender to set up a fortress or exchange the pawns.

The following example is instructive. The variations are by Yusupov.

Sturua–Yusupov
Baku, 1979

576
W
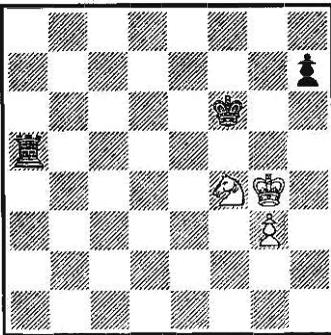
576. White will gain a draw if he can exchange pawns or set up a fortress.

Therefore the correct plan was **1 Nh3!,** e.g. **1 ... Ra4+ 2 Kh5 Ra3 3 Kh4 Ke5 4 g4! h6 5 Nf2!** (but not 5 g5 h5! 6 Ng1 Kf5! 7 Ne2 Re3 8 Ng3+ Kg6 9 N×h5 Re4+) **5 ... Kf4 6 Nh3+ Kf3 7 g5,** with a draw.

But in fact there followed **1 Nh5+? Ke5 2 Kg5 Ra6 3 Nf4 Ke4** (the king systematically advances towards the white pawn) **4 Kg4.**

4 Nh3 should have been considered:

a) 4 ... Kf3 5 Kh5! h6 (or *5 ... K×g3 6 Ng5*) 6 g4 Kg3 7 g5, with a draw.

b) 4 ... Rg6+! 5 Kh4 Kf5 6 Nf4 Rh6+! 7 Nh5 Ra6 8 g4+ (*8 Nf4 Ra2! transposes into the game*) 8 ... Ke4 9 Kg3 (*9 Kg5 Kf3*

10 Nf6 R×f6, winning) 9 ... Ra3+ 10 Kf2 (*10 Kh4 Kf3 11 Nf6 Ra6 12 g5 Ra1!*) 10 ... h6 11 Kg2 Rb3 12 Kf2 Rf3+ 13 Kf2 Ke3, and White is in *zugzwang*. The finish could be 14 Ng3 Kf4 15 Nf5 K×g4 16 N×h6+ Kf4 17 Nf5 Rd3!, when the knight is cut off from the king, or 14 Kh1 Rf2 and 15 ... Kf3.

4 ... Ra5 5 Ne6 h6 6 Kh4.

If 6 Nf4, then 6 ... Rg5+ 7 Kh4 Kf3 8 Nh5 Rg4+ 9 Kh3 Ra4 10 Nf4 Ra1 11 Kh2 Kg4 etc.

6 ... Re5 7 Nd8 Kf5.

The knight has been cut off from the main forces, and Black begins pursuing it. To this end 7 ... Re7 was also possible.

8 Nc6.

If 8 Nf7, then not 8 ... Re1 9 g4+! Kf6 10 Nd6, when White unites his forces, but 8 ... Rd5! 9 N×h6+ Kg6, when 10 Ng4 allows 10 ... Rh5 mate!

8 ... Re4! 9 Kh5 Ke6 10 K×h6 Kd7?

Now Black can no longer win. Correct was 10 ... Rg4! 11 Kh5 R×g3 12 Nd4+ Ke5 13 Kh4 Re3!, when White is unable to bring his knight up to his king. But now, by using his pawn, White manages to unite his forces.

11 Na5! Rb4 (11 ... Rg4 is now too late: 12 Nb3 R×g3 13 Nd4) **12 Kg7! Kc7** (or 12 ... Kd6 13 Kf7! Kd5 14 g4 R×g4 15 Nb7 Kc6 16 Nd8+ Kd7 17 Ne6, with a draw) **13 Kf6! Kd6.**

If 13 ... Kb6, then 14 g4! R×g4 15 Nb3 Rb4 16 Nc1!, and the knight escapes from the pursuit.

14 g4 R×g4 15 Nb7+ Kd5 16 Nd8, with a draw.

3.52 The pawns are passed

Here it is much more difficult to pick out the typical features.

The result will depend on the degree of advancement of the pawns, and on how the pieces are able to combat them.

Thus in the following example the seemingly undefended white pawn costs Black his rook, due to the poor position of his king.

Prokes, 1934

577
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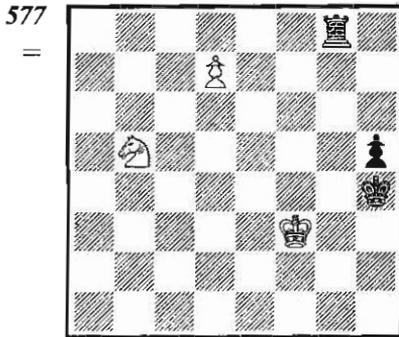
577. 1 Nd4! Rd8 2 Kg2!, and Black unexpectedly finds himself in *zugzwang:* **2 ... Kg4 3 Nc6** and **4 Ne5+**, or **2 ... R×d7 3 Nf3+** and **4 Ne5+**. Finally, if Black first plays **1 ... Rf8+ 2 Kg2 Rd8**, then after **3 Kh2!** he is again in *zugzwang*.

Prokes, 1938

578
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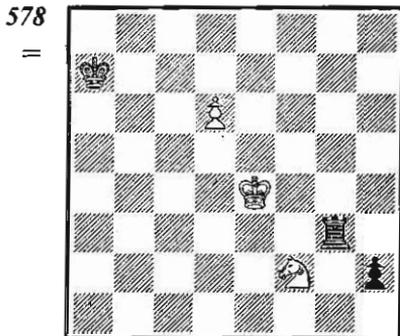
578. Here the pawn serves as a 'Greek gift', enabling White to set up the familiar drawn position 534.

1 d7 Rg8 2 Kf3 Kb7 3 d8=Q! R×d8 4 Kg2 Rd2 5 Kb1! R×f2—stalemate.

If the opponent's king and rook are badly placed, the side with the knight may be able to queen a far-advanced pawn.

Troitsky, 1912
(conclusion of a study)

579
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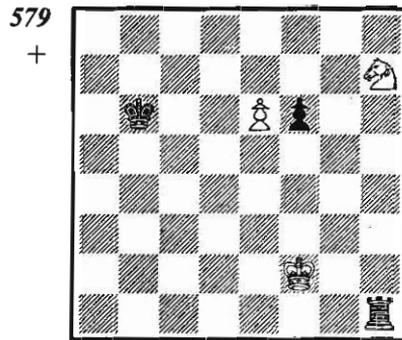
579. 1 e7 Rh2+ 2 Kf3 (not 2 Kg3 Re2, or 2 Ke3 Rh5 and 3 ... Re5+) **2 ... Rh3+ 3 Kf4 Rh4+ 4 Kf5 Rh5+ 5 K×f6 Rh6+**.

The crafty pawn has been eliminated, but what now?

6 Kf5 Rh5+ 7 Kf4 Rh4+ 8 Kf3 Rh3+ 9 Ke2 Rh2+ 10 Kd3! (the king moves first down the board, and now up!) **10 ... Rh3+ 11 Kd4 Rh4+ 12 Kd5 Rh5+ 13 Kd6 Rh6+ 14 Nf6!**

This is the point of the study.

14 ... R×f6+ (14 ... Rh8 is met by 15 Nd7+ and 16 Nf8, while if instead of 13 ... Rh6+ Black had played 13 ... Rh1, then 14 Nf6 Re1 15 Nd7+ and 16 Ne5) **15 Kd5 Rf5+ 16 Kd4 Rf4+ 17 Kd3 Rd3+ 18 Ke2,** and White finally escapes from the pursuit of the persistent rook.

Troitsky, 1929

580
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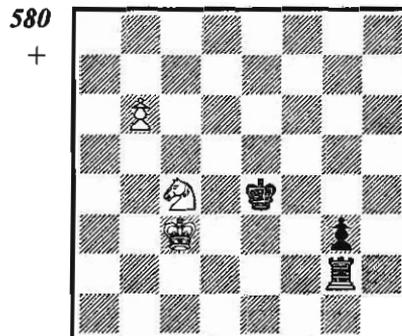
580. After **1 b7 Rc2+ 2 K×c2 g2 3 Nd2+!
Ke3!** the natural **4 b8=Q g1=Q 5 Qa7+
Ke2! 6 Q×g1** gives stalemate.

White wins by the unexpected **4 b8=B!
g1=Q 5 Ba7+**.

3.6 ROOK AND PAWN AGAINST KNIGHT AND PAWNS

For convenience, we will divide the material into two groups, depending on the status of the pawn of the side with the rook.

3.61 The pawn is passed

In this group it is very difficult to establish any rules. The chances are strongly dependent upon how far advanced the pawns of the two sides are, and upon how effectively the pieces can combat them.

Therefore what we give here is basically illustrative material, demonstrating various plans and procedures in attack and defence.

Euwe–Capablanca
The Hague, 1931

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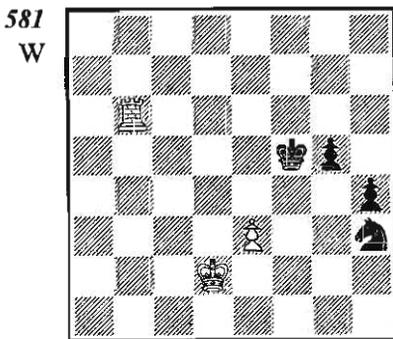
581. The advantage is with Black, who has a menacing pair of connected passed pawns, but White succeeds in uniting his forces and gaining a draw.

1 Ke2 g4.

On 1 ... Kg4 there follows 2 Rb3!, **and** if 2 ... Kg3, then 3 e4+ Kg2 4 e5 Nf4+ 5 Ke3 h3 6 Ke4 h2 7 Rb2+ Kg3 8 R×h2 K×h2 9 Kf5 Ne6 10 K×e6, with a draw.

**2 Rb5+ Ke4 3 Rb4+ Kf5 4 Kf1 Kg5
5 Rb5+ Kg6 6 Rb4 Kh5 7 Rb7 Ng5.** Drawn.

As in the examples considered in a previous chapter, only the concerted action of king and rook ensures a successful defence against two far-advanced pawns. Otherwise the side with the rook will normally lose.

Mattison, 1927

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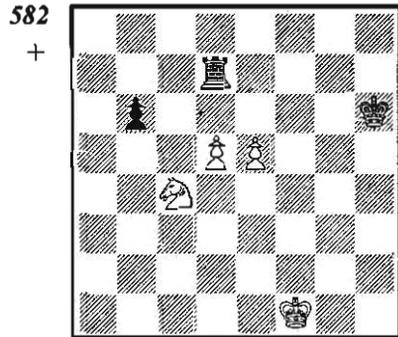
582. It would appear that White can take the pawn and then advance his own pawns, but it transpires that the capture gives Black an important tempo for the approach of his king: 1 N×b6? Rb7 2 Nc4 (*2 d6 Kg5 3 d7 R×d7 4 N×d7 Kf5* with a draw, or *3 Nc4 Kf5 4 Ke2 Ke6 5 Kd3 Rb5* and 6 ... *R×e5*) 2 ... Kg5 3 Ke2 Rb5 4 d6 (*4 Ne5 R×d5*) 4 ... Kf5, with a draw.

The only way to win is by the rapid advance of the pawns, before the black king has time to come across.

1 e6! Re7! 2 d6!

Again 2 N×b6 allows Black to draw by 2 ... Kg6, e.g. 3 Nc8 Rc7 4 Nd6 (*4 d6? even loses after 4 ... R×c8 5 d7 Rf8+* and *6 ... Kf6*) 4 ... Re7 5 Nb5 Kf6 6 Nd4 Ke5 7 Nc6+ K×d5. Only by the sacrifice of a pawn can White win.

2 ... R×e6 3 d7 Rf6+ 4 Kg2! (if 4 Ke2, then 4 ... Rf8 5 Nd6 Kg6 6 Ne8 Kf7, with a draw) 4 ... Rg6+ 5 Kf3! (after 5 Kh3 Black draws by 5 ... Rg8 6 Nd6 Ra8 7 Nc8 Ra3+ and 8 ... Rd3) 5 ... Rf6+ 6 Kg4 Rg6+ 7 Kf5! Rg5+ 8 Ke6 Rg6+ 9 Kd5 Rg5+.

9 ... Rg8 is met by 10 Nd6 Kh7 11 Ne8 Rg1 12 Nf6+! Kꝏ 13 Ke6 Rd1 14 Nd5.

10 Kc6 Rc5+ 11 Kd6 R×c4 12 Ke5 Rc5+ 13 Ke4 (the final march down the board!) 13 ... Rc4+ 14 Ke3 Rc3+ 15 Kd2, and White wins.

V. Platov, 1906
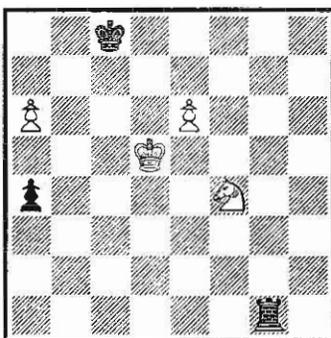
583. The a-pawn is sacrificed to divert the black king away from the e-pawn, which is destined to become a queen.

1 a7 Kb7.

If 1 ... Rg5+, then 2 Kc6 Ra5 3 e7 Ra6+ 4 Kb5.

2 a8=Q+.

Luring the king onto the 8th rank, and also further away from the second pawn.

2 ... K×a8 3 e7 Rd1+.

Or 3 ... Rg8 4 Ne6 Re8 (4 ... a3 5 Nf8) 5 Nc7+ Ka7 6 N×e8 a3 7 Nc7 a2 8 e8=Q a1=Q 9 Qa8+.

4 Nd3! R×d3+ 5 Ke4 and 6 e8=Q+.

584. 1 Ke7 R×g6 (1 ... Kb5 is met by 2 d7) 2 Kf7 Rh6 (2 ... Rg1 3 Nd5+! and 4 d7) 3 Kg7 Rh2 4 Nd5+! e×d5 5 d7, and White wins.

Prokes, 1946
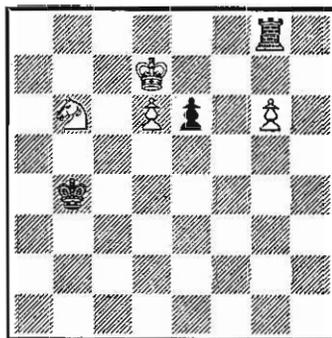
Mattison, 1930
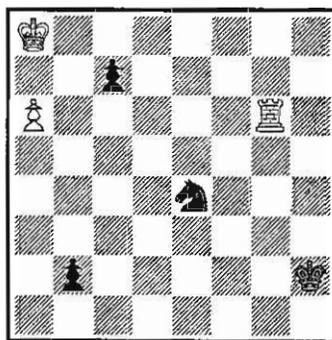
585. The position appears completely hopeless for White, since he cannot prevent ... b1=Q. His only chance is to play for stalemate.

1 a7 Kh1!

1 ... b1=Q allows 2 Rg2+ Kh3 3 Rg3+ with perpetual check, and no better is 2 ... Kh1 3 Rh2+ Kg1 4 Rh1+.

2 Rg3!!

An exceptionally difficult move! After 2 ... N×g3 3 Kb8 b1=Q+ 4 K×c7, in spite of his enormous material advantage, Black is unable to win, since his knight and king are a very long way from the pawn, and his queen alone is not able to do anything!

2 ... b1=Q 3 Rb3! Qa2 (or 3 ... Qc1 4 Rb1!) **4 Rb1+ Kg2 5 Rb2+! Q×b2,** and White is stalemated!

If the pawn of the side with the rook is well advanced, it is easy to imagine positions

where the rook and pawn will have the upper hand over a knight and two pawns.

We will consider one example where, in spite of the opponent's pawn being well advanced, the side with the knight is able to draw by a familiar device (578).

Teichmann, 1913

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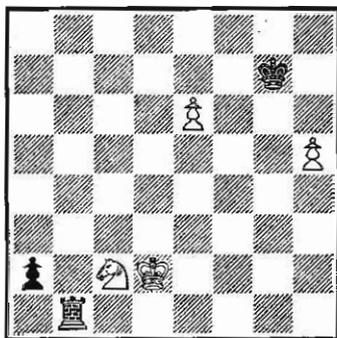
586. 1 h6+! K×h6 2 e7 Rb8 3 Kc1 (3 Kc3 is also possible) **3 ... Kg7 4 e8=Q! R×e8 5 Kb2 Re2.**

Or 5 ... Ra8 6 Ka1 Ra4 7 Ne1 Ra3 (*7 ... Kf6 8 Nd3 Kf5 9 Nc1*) 8 Nc2, again with a draw.

6 Ka1! R×c2—stalemate.

3.62 The pawn is not passed

Here too, depending on the placing of the pieces and pawns, either side may have winning chances.

Svergunov, 1957

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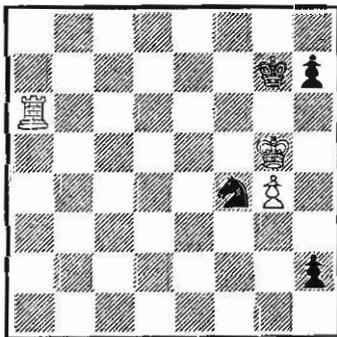
587. Black has a strong passed pawn, which cannot be stopped by 1 Ra1 because of 1 ... Nh3+ and 2 ... Ng1. Therefore White must combine his threats.

1 Ra7+ Kg8 2 Ra1 Nh3+ 3 Kf6 (thanks to his preliminary check, White has gained a tempo) **3 ... h6 4 Kg6 Kf8 5 Rh1 Nf2 6 R×h2 N×g4** (Black has managed to eliminate the only white pawn, but now his knight is trapped) **7 Re2 h5 8 Re1 h4 9 Kg5 Nh2 10 Kf4** and **11 Rh1.**

If instead of 4 ... Kf8 Black had played 4 ... Nf4+, there could have followed 5 K×h6 Nh3 6 Kg6 Nf4+ 7 Kf6 Nh3 8 g5 Ng1 9 Ra8+, and mates.

In this example the king indirectly (by creating a mating threat) helped the rook in its battle with a dangerous passed pawn.

Positions are possible where the king cannot help the rook, or even interferes with it, so that the side with the knight is able to win.

V. & M. Platov, 1914

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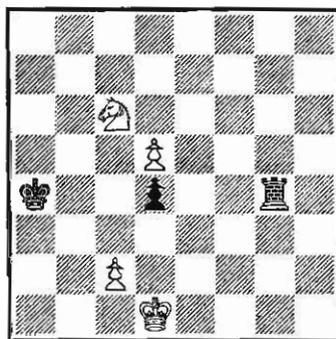
588. It appears to be all very simple: **1 d6 Rg7 2 Ne7! Rh7 3 d7 Rh8 4 Nc6,** and White wins. But...

1 ... d3! 2 c×d3.

The sacrifice has to be accepted: 2 c3 Rg1+ 3 Kd2 Rg2+ 4 K×d3 Rg6! with a draw, or 2 d7 d×c2+ 3 K×c2 Rg8.

2 ... Rg6 3 d7 Rd6 4 d8=R! (avoiding a clever trap: 4 d8=Q Rd3+! 5 Q×d3—stalemate!) **4 ... R×c6 5 Rb8!**

The king is cut off, and by subtle play White wins.

5 ... Rd6 (or 5 ... Ka5 6 Kd2 Ka6 7 Ke3 Ka7 8 Rb1 Rc8 9 d4 Rb8 10 R×b8 K×b8 11 Ke4 Kc7 12 Ke5) **6 Kd2 Rd7 7 Kc3 Rc7+ 8 Kd4 Rd7+ 9 Kc5! R×d3** (9 ... Rc7+ 10 Kd6) **10 Kc4!**, and White wins.

Had Black played 2 ... Rg7, there could have followed 3 Ne5 Rg8 4 Nf7 Kb4 5 d7 Kc3 6 Ke2 Rg2+ 7 Kf3 Rg8 8 Ke4 Rg4+ 9 Ke5 Rd4 (*9 ... Rg8 10 d4*) 10 Nd6, and the pawn queens.

Réti, 1928
(corrected by Chéron)

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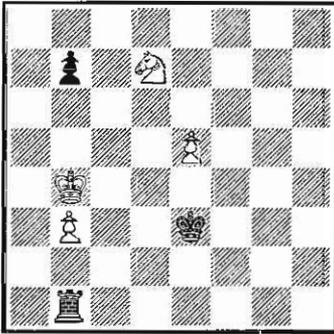
589. Here the black king interferes with the rook in its battle with the e-pawn.

1 e6 Kd4 (1 ... Ra1 2 e7 Ra8 3 Nf6 leads to the loss of the rook) **2 Ne5!! Rh1 3 e7 Rh8 4 Nf7 Re8 5 Nd6 R×e7 6 Nf5+**.

But perhaps Black made the wrong move with his king? Let us check: 1 ... Kd2 2 Ne5! Rh1 3 e7 Rh8 4 Nc4+ and 5 Nd6.

When there are no passed pawns, the side with the knight normally has to defend. The result will depend upon whether or not he can protect his pawns.

Take a look at this position.

590. Black has set up a fortress, into which White is unable to break.

591. In this example White is unable to save his pawns, so the result depends upon whether or not he, in turn, can eliminate the last black pawn.

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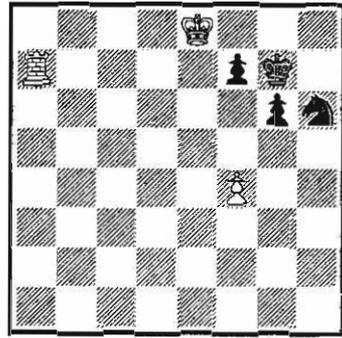
Fritz, 1950

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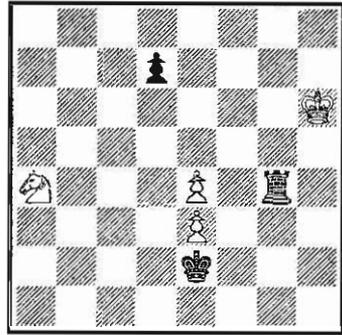
1 Nb6! d6 2 Nc8 R×e4 3 Kg7 Re6 (3 ... d5 is met by 4 Nb6 Re5 5 Kf6 Rh5 6 Kg6, with perpetual attack on the rook) **4 Kf7 Rh6 5 Kg7 Re6 6 Kf7 Rh6**. Black has defended his pawn, but he is obliged to repeat moves. Draw.

A knight and three pawns are normally stronger than a rook and pawn, provided only that the latter is not passed.

Chekhover, 1950

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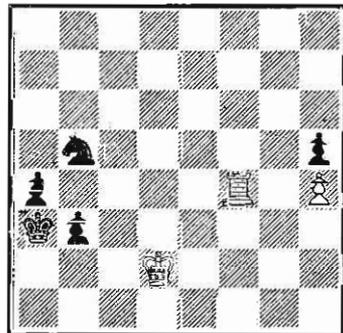
592. Black is threatening to win after 1 ... b2 2 Kc2 Nc3, so White has to take urgent measures. The attempt to win a pawn by 1 Rf5 fails to 1 ... Nd4.

1 Rc4! b2.

Nothing is achieved by 1 ... Nd6 2 Rf4 Nb7, since after 3 Kc1 and 4 Kb1 White stabilizes the position.

2 Kc2 Nc3! (an unexpected move, which seems decisive) **3 R×c3+ Ka2 4 Ra3+!!** (a counter-blow) **4 ... K×a3 5 Kb1 Kb4 6 K×b2 Kc4 7 Ka3 Kd4 8 K×a4,** and the white king reaches f1 in time. Draw.

Prokes, 1950
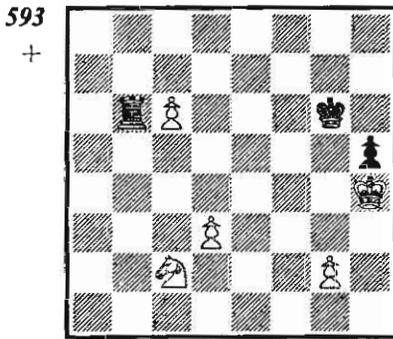
593. White succeeds in queening a pawn.
1 Nd4! Rb4.

After 1 ... Rb8 2 c7 Rc8 3 Nb5! the knight constructs an invisible barrier around the black king. 3 ... Kf5(f7) is met by 4 Nd6+, and 3 ... Kf6(g7) by 4 Nd6 R×c7 5 Ne8+.

2 c7 R×d4+ 3 g4! (of course, not 3 Kh3?? R×d3+, when it is Black who wins) **3 ... R×g4+ 4 Kh3** etc.

594. White can win the rook for knight and pawn by 1 Ng5 Kd6 2 Nf7+ Ke7 3 d8=Q+ R×d8 4 N×d8 K×d8, but after 5 Kf3 Ke7 6 Kf3 g6 the game ends in a draw. No better is 2 Kf2 Ke7 3 Ke3 g6, or 3 Nf7 g6 4 f×g6 K×e6. Finally, 1 Nf8 R×f8 2 e7 is refuted by 2 ... R×f5+.

This means that, for this last variation to work, the f-file must be blocked. Hence the

Prokes, 1936
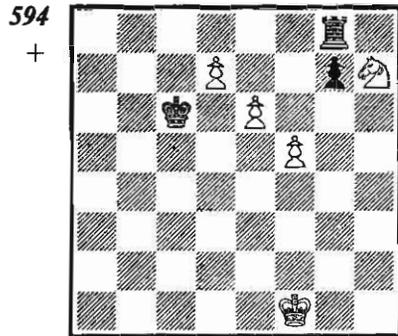
solution: **1 f6! g×f6 2 Nf8!,** and the pawn cannot be stopped.

Kubbel, 1927
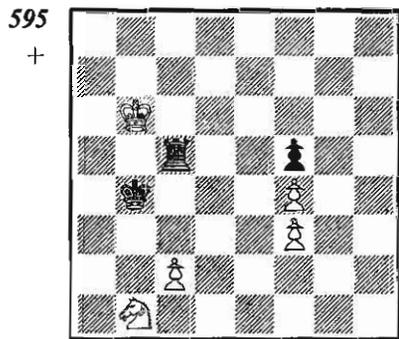
595. White succeeds in exploiting the poor position of the rook.

1 c3+ Kc4 2 Na3+ Kd5 3 c4+ Kd4 4 Nb5+ K×c4.

The result of the operation seems unfavourable for White: he has lost a pawn without any visible compensation. But the following move clarifies the picture.

5 Nc7! (*zugzwang*) **5 ... Kd4** (5 ... Kb4 6 Na6+, or 5 ... Rd5 6 N×d5 K×d5 7 Kc7! Kd4 8 Kd6) **6 Ne6+ Ke3 7 K×c5,** and White wins.

The rook is also unexpectedly caught in the following example.

Kubbel, 1911

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Bogoljubov–Rubinstein
San Remo, 1930

597
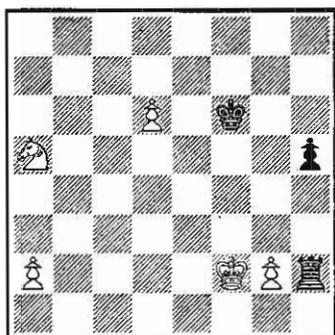
596. 1 d7 Ke7 2 Kg1 (but not 1 Kg1 Rh4
2 d7 Rd4) **2 ... Rh4 3 g3!**

White forces the rook to occupy a square on
which it can be trapped by knight or king.
For example: 3 ... Ra4(e4) 4 Nb7 K×d7
5 Nc5+, or 3 ... Rg4 4 Nc6+ K×d7
5 Ne5+, or 3 ... Rh3 4 Kg2.

3.7 ENDINGS WITH SEVERAL PAWNS (SAME NUMBER OF PAWNS)

In this chapter and the following one we
will be studying positions where each side
has at least two pawns.

The number of examples is restricted to
the most typical, disclosing the characteristic
plans, and demonstrating most clearly the
features of the struggle between rook and
knight when there is a large number of pawns.

The presence of passed pawns has a signif-
icant influence on the evaluation. The more
mobile rook is much more effective at sup-
porting its own pawns and stopping the enemy
pawns.

Therefore, if both sides have passed pawns,
the advantage is normally on the side of the
rook.

597. An important feature of the position
is the fact that Black's king is a long way from
his pawns and is unable to support them.
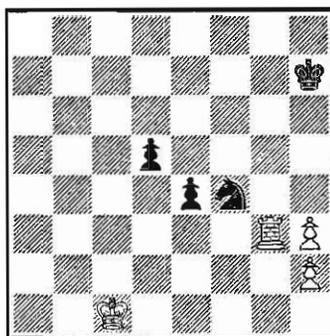
Therefore the rook is first able to drive the
knight away from the pawns, and then to
eliminate them. The position of the king on
the rook's file leads in the end to it being cut
off from the knight, and it ends up in a mating
net, although Black, in turn, is able to deal
with the white pawns.

1 Rg4! Ne6 (after 1 ... Ng6 2 Rg5 d4
3 Rg4 Black immediately loses one of his
pawns) **2 Kd2 Kh6 3 Ke3 Kh5 4 Rg8 Kh4
5 Rg6! Nc7** (or 5 ... Nc5 6 Rh6+ Kg5
7 Rd6 Kh4 8 R×d5 Nd3 9 K×e4 Nf2+
10 Kf3) **6 Rc6 Ne8 7 Rc8 Nd6.**

Black also loses after 7 ... Nf6 8 Kf4!
K×h3 9 Rf8 Nd7 *(9 ... Nh5+ 10 Ke3)*
10 Rd8 Nf6 11 Rd6 Nh5+ 12 Ke3.

8 Rd8 Nc4+ 9 Kf4 K×h3 10 R×d5 e3
(after 10 ... K×h2 11 K×e4 Nb6 12 Rd6
Nc4 13 Rd4! Nb6 14 Ke5 Nc8 15 Ke6 Nb6
16 Rb4 Nc8 17 Rb7 and 18 Kd7 Black loses
his knight) **11 Kf3 K×h2.**

By heroic defence Black has achieved the
maximum—he has eliminated both white
pawns. But his knight and king are isolated,
and the attempt to unite them leads to mate.
The finish is given in example 512.

If only the side with the knight has a passed
pawn, an important factor is whether or not
the king can support it. If not, then usually
the rook can drive away the knight and win
the pawn.

Tarrasch–Walbrodt
Nuremberg, 1894

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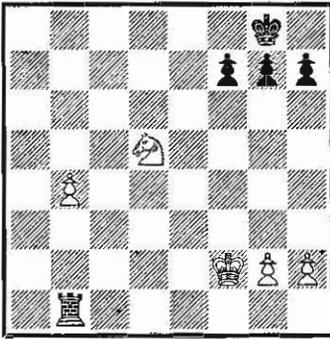
598. Black has a straightforward win:
**1 ... Rd1! 2 Ne7+ Kf8 3 Nc6 Ke8 4 b5 Kd7
5 Ne5+ Ke6 6 Nc6 Kd6 7 Ke3 Kc5 8 Ke2 Rd7
9 Ke3 K×b5** (here the curtain could well have
been lowered) **10 Ne5 Re7 11 Kf4 Kc5 12 Kf5
Kd5 13 Ng4 Re4 14 h3 f6 15 g3 Re1 16 Kf4
Rf1+ 17 Ke3 h5 18 Nf2 R×f2,** and White
at last resigned.

In general, the king and knight are pieces
with limited mobility, and therefore the
dynamic rook should aim to create threats on
both wings.

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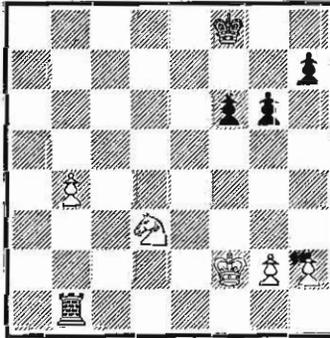
599. First Black activates his king: **1 ...
Ke7 2 Ke3 Kd6 3 h3.**

It is difficult for White to defend his weak-
nesses on both wings. The attempt to take his
king to the aid of his b-pawn by 3 Kd4 leads
to loss of material after 3 ... Rg1 4 Nf4
(*4 g3 Rg2*) 4 ... g5 5 Nd5 R×g2 6 N×f6
R×h2.

3 ... Kd5 4 Nf4+ (the threat was 4 ...
Rb3 and 5 ... Kc4) **4 ... Kc4 5 Ke4
R×b4,** and Black wins, since 6 Nd5 fails to
6 ... f5+ 7 Ke5 Rb5.

In exceptional cases, when the passed
pawns, supported by the knight, constitute a
considerable force (i.e. they are close to the
queening squares), and they are opposed by
the rook alone, it proves possible to queen one
of the pawns and thereby to win with knight
against rook.

This is the case in the following three
examples, where the king not only fails to
help the rook, but is in fact the main cause of
defeat.

Mattison, 1926

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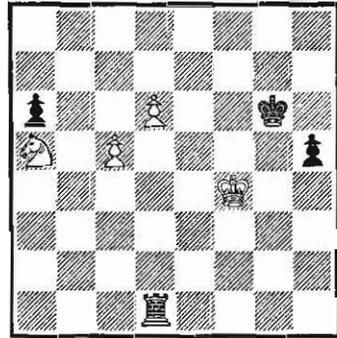
600. After **1 c6! R×d6 2 c7 Rf6+ 3 Ke3!**
Black loses quickly after 3 ... Rf8 4 Nc6,
when against 5 Nd8 there is no defence,
since 4 ... Rc8 is met by 5 Ne7+ and 6
N×c8. Therefore he has to continue checking.

3 ... Re6+ 4 Kf2!

White's king cannot step onto any of the
three squares on the d-file, since then there
follows 4 ... Re8 5 Nc6 Kf6! 6 Nd8 Ke7!
7 c8=Q R×d8+.

4 ... Rf6+ 5 Kg1! (if 5 Kg2, then 5 ...
Rf8 6 Nc6 h4 7 Nd8 h3+ 8 Kg3 h2
9 K×h2 Rf2+ and 10 ... Rc2) **5 ... Rf8
6 Nc6 Re8! 7 Kf2 Rf8+ 8 Ke3 Re8+ 9 Kf4!**
(White achieves his goal by this intricate king
manoeuvre) **9 ... Rf8+ 10 Ke5 Re8+ 11 Kd6
Kf6 12 Nd8 Re1 13 c8=Q Rd1+ 14 Kc7 Rc1+
15 Nc6,** and wins.

Mattison, 1913

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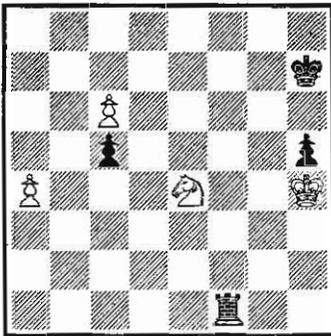
601. White plays **1 Ng5+**, and it transpires that it is not easy for the king to hide from the pursuit of the knight. Thus 1 ... Kg7 is met by the immediately decisive 2 c7 Rf8 3 Ne6+, while on 1 ... Kg6(g8) there follows 2 Ne6! Ra1 (2 ... Rf7 3 c7 R×c7 4 N×c7, and the a-pawn queens) 3 c7 R×a4+ 4 Nd4!! Ra8 5 Nc6! (threatening 6 Nb8) 5 ... Rc8 6 Ne7+.

All that remain are moves on the h-file: **1 ... Kh6(h8),** but then after **2 c7 Rf8 3 Nf7+** and **4 Nd8** White blocks out the rook, and the pawn queens.

Prokes, 1944

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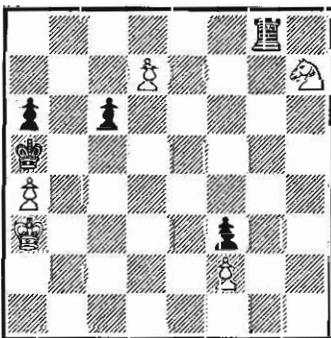
602. Here too the rook ends up being forked:

1 Ng5 Rd8 (otherwise after 2 Ne6 White wins rook for pawn) **2 Nf7 R×d7 3 Ne5.** Mate by 4 Nc4 is threatened, and 3 ... Rd4 is met by **4 N×c6+** and **5 N×d4.**

The knight is a piece with a limited range of action in comparsion with the long-range rook, and therefore it will be expedient to examine positions where all the pawns are on one wing, and hence the battle takes place on a narrow sector of the board. It may be assumed that in this case the defensive resources will be greater, since with a knight it is easier to defend pawns on one wing than on different parts of the board.

The defender usually aims to set up a fortress, and the result will depend upon whether or not the king and rook can take it by storm.

In the following position Black succeeds in invading the enemy position with his king.

Ahues–Johner
Berlin, 1928

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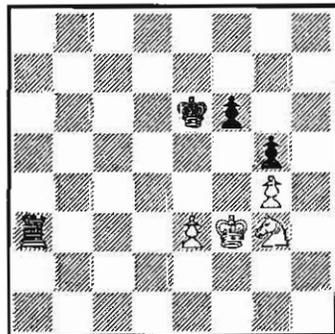
603. 1 ... Kd5 2 Ne4 Ra6 3 Ng3 Re6 4 Nf5 Kc4.

By transferring his rook to e6 Black has eliminated the threat of the opponent taking his king up to the f6 pawn, and he now intends to embark on a lengthy journey with his own king.

5 Ke2 (5 Ng7 Re5 6 Nh5 Kd3 7 N×f6 R×e3+ 8 Kf2 Re7! merely accelerates White's defeat) **5 ... Ra6** (a very hard-working rook!—just now it stepped back to defend, and now it is again ready for positive action) **6 Ng3 Ra2+ 7 Kf3 Kd3 8 Ne4 Re2!**

9 Nc5+ Kd2 10 Ne4+ Ke1 11 Ng3 (the f-pawn is indirectly defended) 11 ... Rf2+ 12 Ke4 Kd2 13 Nh5.

With the black pieces so well established in White's position, his only hope lies in counter-attack.

13 ... Ke2 14 Kd4.

No better is 14 Nf4+ g×f4 15 e×f4 Rg2 16 Kf5 Kf3 17 g5 f×g5 18 f×g5 Kg3! 19 g6 Kh4 20 Kf6 Kh5.

14 ... Kf1 (the king makes for the g4 pawn) **15 Kd5 Kg2 16 e4.**

Black wins after 16 Ke6 Kf3! 17 K×f6 K×g4+, or 17 N×f6 K×e3 18 Nh7 (*18 ... R×f6* and *19 ... Kf4* was threatened) 18 ... Kf4 19 Kf6 K×g4+.

16 ... Kh3 17 Ke6 K×g4 18 N×f6+ Kh4 19 e5 g4 20 Ne4 Re2! 21 Kd5 R×e4 (21 ... g3 is also possible) **22 K×e4 g3 23 Kf3 Kh3 24 e6 g2 25 e7 g1=Q 26 e8=Q Qf1+ 27 Ke4 Qe1+**, and White loses his queen.

Fridstein–Klaman
Riga, 1954
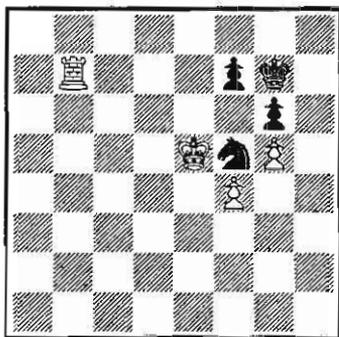
604. To win the game, White must win the f7 pawn. To this aim, his king must reach e7 or e8.

1 Rb8 Ng3 (the king must not be allowed in at f6, and therefore Black has to move his knight) **2 Kd6 Nf5+.**

Black is unable to prevent the penetration of the opponent's king. 2 ... Nh5 is met by 3 Rb4! Kf8 4 Kd7.

3 Kd7 Kh7 4 Ke8 Kg8 5 Rd8! Kg7 6 Rd7 Kg8 7 Rc7 Ng7+ 8 Ke7 Nf5+ 9 Kf6 Nd6 (the knight wriggles like a snake, but there is no defence) **10 Rc6 Ne4+ 11 Ke7 Kg7 12 Rf6!**, and Black resigned, since the f-pawn is lost.

When there is a larger number of pawns, the stronger side is again normally able to get at the opponent's weak pawns.

Szabó–Trifunovic
Stockholm, 1948
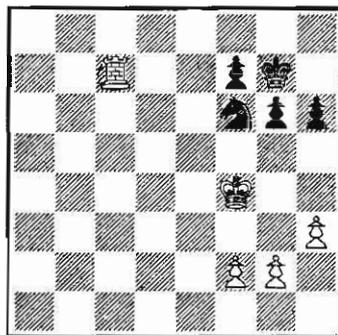
605. White's freedom of action enables him to carry out the following plan: he first uses his king and rook to restrict the knight's mobility, then he begins a pawn storm which cramps Black to the maximum extent, and finally the advance of his king to the f7 pawn decides the game.

1 Ke5 Nh7 2 Rc6! Kf8 3 f4 Kg7 (due to the threat of 4 f5, neither 3 ... Ke7 nor 3 ... h5 is possible) **4 Rd6 Nf8 5 g4 Nh7 6 h4 Nf8** (advancing the pawns merely makes matters worse: e.g. 6 ... f6+ 7 Ke6 Nf8+ 8 Ke7 Nh7 9 h5, and wins) **7 f5 g×f5.**

There is nothing better. If 7 ... f6+, then 8 Ke4 g×f5+ (*8 ... Kf7 9 Ra6* and *10 Ra7+*) 9 K×f5 Nh7 10 Rd7+, or 8 ... g5 9 h5 Kf7 10 Kd5 Ke7 11 Kc6 Kf7 12 Kc7 Ke7 13 Ra6 Kf7 14 Kd8, and Black dies of suffocation.

He also loses after 7 ... Nh7 8 f6+ Kg8 9 Rd8+ Nf8 10 Kd6 and 11 Ke7.

8 g×f5 h5 9 Rd1 (the rook will land the knock-out blow along the open file) **9 ... Nh7 10 Rg1+ Kh8** (or 10 ... Kf8 11 f6 Ke8 12 Rg7 Nf8 13 Rg8) **11 Kd6,** and Black resigned, since against 12 Ke7 there is no defence.

Black carried out an interesting plan in the following position.

Gadalinski–Popov
Zoppot, 1951

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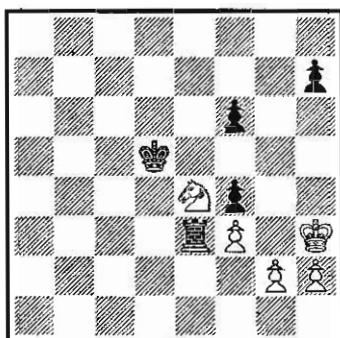
606. In view of his weak pawns, it is difficult for Black to carry out the usual winning plan, of advancing his king towards the opponent's pawns. He wins by exploiting the insecure position of the enemy knight.

1 ... Ke5.

The transition into a pawn ending by 1 ... R×e4 2 f×e4+ K×e4 3 Kg4 fails to win.

2 Kh4 Re2 3 Kh3 Rc2! (now the knight is crippled) **4 g3 f5 5 Ng5 h6! 6 Nf7+ Kf6 7 Nd6** (after 7 N×h6 Rc8! White's knight is trapped, but now he loses a pawn) **7 ... Rf2 8 Ne8+ Ke5 9 Ng7 R×f3 10 Kg2 Ra3 11 Nh5 f3+ 12 Kf2 Rb3 13 h4 Ra3 14 Nf4 Ke4 15 Ke1 Ra2** White resigns.

Here Black's weak pawns did not greatly hinder him in realizing his advantage, but this is by no means always the case. Take, for instance, the following position.

607. The World Champion had to call on all his skill, in order to realize the advantage of the exchange.

Alekhine–Fox
Bradley Beach, 1929

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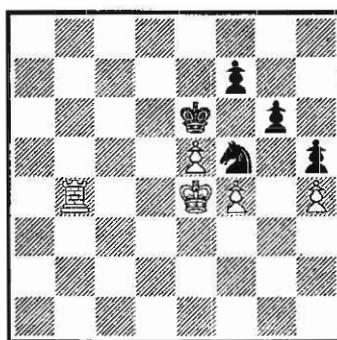
1 Rb6+ Ke7 2 Ra6!

After 2 e6 N×h4 3 e×f7 K×f7 4 Ke5 Nf3+ Black should not lose.

2 ... N×h4 3 Kd5 Ng2 (by attacking the weak pawn, Black tries to restrain his opponent's offensive) **4 Ra7+ Kf8 5 Ke4 Nh4 6 e6!** (only now is it the right time for this break-through) **6 ... f×e6 7 Ke5 Ng2 8 Kf6! Ke8 9 Kg5.**

An amazing position. Black has two pawns for the exchange, but the active placing of White's pieces makes his chances preferable.

9 ... Kf8 10 Ra2 Ne3 11 K×g6 Ke7 12 Rb2! (of course, not 12 K×h5 Kf6 13 Re2 Nf5, when Black can hope for a favourable outcome) **12 ... Nd5 13 Kg5 Nf6.**

13 ... Kf7! would seem to be stronger, and if 14 R×h5, then 14 ... Nf6 15 Rh6 Ne4+; by manoeuvring with his knight between d6, f5 and e7, Black would have good drawing chances.

14 Re2! Kf7 15 Re5! Nh7+ 16 K×h5 Kf6 17 Kg4 Nf8, and we have reached example 575, where the poor position of his knight prevented Black from saving the game, although the win for White was still very difficult.

608. White's pawns are broken, and this allows Black to save the game, although he has numerous difficulties to overcome.

1 Ke1 Ng2+ 2 Ke2 Nf4+ 3 Ke3 Nh3 4 Ra7 Nf4 5 Ke4 Nh3 6 Ra2.

Durnyev–Liskov
Yerevan, 1947

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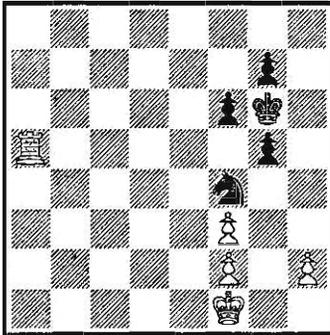
Black is in *zugzwang*. The king must not be allowed in at f5, and therefore he has to move his knight.

6 ... Nf4 7 h4 (without advancing pawns, there is no possibility of winning; now Black wins a pawn, but White activates his pieces) **7 ... f5+.**

The alternative was 7 ... Nh3 8 h×g5 N×g5+ followed by 9 ... Nf7 and 10 ... Nh6, attempting to set up a fortress. But it would seem that White would still have won by taking his king to f8 to attack the g7 pawn.

8 Ke5 Nd3+ 9 Kd4 Ne1! 10 Ra6+ Kh5 11 h×g5 N×f3+ 12 Ke3 N×g5 13 Kf4 (Black's king in now in a dangerous position, but he proves to have sufficient defensive resources) **13 ... g6** (13 ... Nh3+ would have transposed into the game after 14 Kg3 Ng5 15 f3) **14 f3.**

If 14 Ra1, then 14 ... Ne6+ 15 Ke5 Nc5! with the threat of 16 ... Nd3+ (but not *15 ... Ng5 16 Rh1+ Kg4 17 Rg1+ Kh5 18 Rg2*).

14 ... Kh6 15 Ra1 Nf7 16 Ra7 Kg7 17 Ke3 (Black has set up a fortress wall, and the white king is forced to make a by-pass) **17 ... Kf6 18 Kd4 Nh6 19 Kd5 Nf7 20 Rb7** (on 20 f4 Black forces a draw by 20 ... g5) **20 ... Nd8 21 Rb6+ Kg5!**

21 ... Kg7 22 f4 g5 fails to draw after 23 Rb8! Nf7 24 Ke6 g×f4 25 Rb7. By the

move played Black pins all his hopes on a counter-attack.

22 Ke5 Nf7+ 23 Ke6 Nd8+! (bad is 23 ... Nh6 24 Rb4) **24 Ke7 Kf4! 25 Kf6.**

Black also gains a draw after 25 K×d8 g5 26 Rb3 g4, or 25 R×g6 K×f3 26 K×d8 f4 27 Ke7 Ke2.

25 ... g5 26 Rb5 K×f3 27 K×f5 Nc6 28 Rb3+.

White attempts to exploit the separation of the enemy pieces, but due to the existence of the g-pawn he is unable to prevent them from uniting.

28 ... Kf2 29 Ke4 g4 30 Rb2+ Kg3 31 Rb6 Ne7 32 Re6 Nc8 33 Ke3 Na7 34 Rb6 Nc8 35 Rb1 Ne7. Drawn.

Duz-Khotimirsky–Allakhverdian
Yerevan, 1938

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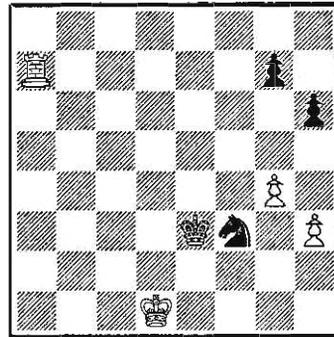
609. Black's pieces are actively placed, but how is he to defend his pawns? The game continued: 1 ... g5 2 Ra6.

White must play energetically. Weaker is 2 Ra3+ Kf2 3 Rc3 Ng1 4 Kd2 Kg2 5 Ke3 N×h3! (*5 ... K×h3? 6 Kf2+ Kh2 7 Ra2! Nh3+ 8 Kf3+, and wins*) 6 Ke4 Nf2+ 7 Kf5 Kh2, and White has no way of improving his position.

2 ... Kf2 3 R×h6 Kg3 4 Rh5 Ng1 5 h4!

If 5 R×g5, then 5 ... N×h3 6 Rg8 Kf4, and after 7 ... Ng5 the pawn is lost.

5 ... Nf3! (a desperate attempt to save the game) 6 h×g5 Ne5, and position 535 has been

239

reached, in which by 7 g6 N×g6 8 Rh6! White could have won.

But Black did not make use of all his chances. His first move 1 ... g5 was a mistake. Correct was the immediate attack by his king on the pawns: **1 ... Kf2! 2 R×g7** (2 Ra3 g5 leads to variations already considered) **2 ... Kg3.**

How should White continue now? If **3 Rg6,** then 3 ... **K×h3 4 Ke2 Ng5,** and the white pawn is lost, while after **3 Ke2 Ng5 4 Ke3 K×h3!** Black again achieves the exchange of all the pawns, since the king cannot go to f4 due to the knight check at e6.

However, in this last variation Black also does not lose after 3 ... **Ng1+ 4 Ke3 N×h3 5 Ke4 Ng5+ 6 Kf5 Nf3!,** when White is again unable to improve his position. For example: 7 **Rg8 Nh4+ 8 Kf6 Kf4 9 Rg7 Nf3** etc.

3.8 ENDINGS WITH SEVERAL PAWNS (DIFFERENT NUMBERS OF PAWNS)

In this chapter we will be considering endings in which, with a total number of pawns of not less than five, the side with the knight has an advantage in pawns.

It is considered that, all other things being equal, a knight and two pawns are roughly equivalent to a rook. However, this ratio is not a constant one, but depends on the most varied factors, in particular on the presence of passed pawns.

We will begin by analyzing examples where the side with the rook has a slight material advantage—the exchange for a pawn.

In positions with passed pawns the rook is normally significantly superior to the knight, since it is better at stopping the opponent's pawns and supporting its own.

610. It would appear that White's position should not give any cause for alarm. He has two passed pawns, whereas for the moment

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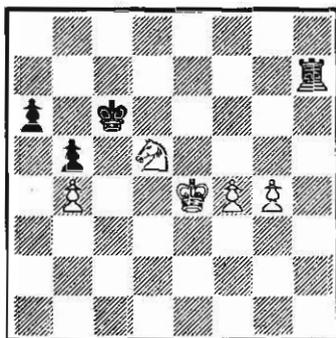
Black does not have any. But concrete calculation shows that for the moment the white pawns are not dangerous, whereas Black can immediately sacrifice a pawn, and, by creating a dangerous passed pawn, gain a decisive advantage.

1 ... Rd7! 2 Ne3 (no better is 2 Nf6 Rd1 3 g5 a5! 4 b×a5 b4 5 g6 b3 6 g7 b2 7 g8=Q b1=Q+, when White either loses his queen or is mated) **2 ... a5! 3 b×a5 b4 4 g5.**

Or 4 Nc4 Kb5 5 Ne5 b3 6 Nd3 Kc4 7 Nb2+ (7 Ne5+ Kc3 8 N×d7 b2) 7 ... Kc3 8 Na4+ Kb4 9 Nb2 Rd2 10 Nd3+ Kc3, and Black wins.

4 ... Kc5! 5 Nc2 b3 6 Na3 Kb4 7 Nb1 Rd1, and it is time for White to resign.

White's king was unable to take part in the battle against the enemy pawn, and for the knight alone this task proved beyond its powers.

This variation did not occur in the game. There Black set up a passed pawn in a different way: 1 ... Rh8 2 Ne3 a5 3 b×a5 b4, but by energetic play White was able to save the game.

4 a6 (this pawn is destined to play an important diversionary role) 4 ... b3 5 Nd1 Kc5 6 a7 Ra8 7 g5 R×a7 8 g6 Rd7 9 Nb2 Rd2 (this proves to be pointless) 10 Kf3! Rd8 11 Ke4 Kd6 12 Kd3! Rc8 13 g7 (forcing a draw) 13 ... Ke6 14 g8=Q+ R×g8 15 Kc4

Rg3, and after 16 Kb4 Kf5 17 Ka3 K×f4 18 Kb4 a theoretically drawn position was reached (531).

If the side with the rook does not have a passed pawn, it is important that the opponent should have some pawn weaknesses.

The rook, with its considerably greater mobility than the knight, is capable of quickly attacking enemy pawns on different parts of the board, and in gaining material.

Averbakh–Bondarevsky
Szczawno Zdroj, 1950

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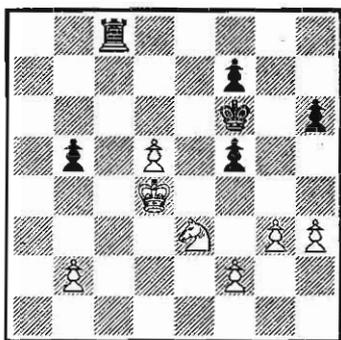
611. The decisive factor here is the activity of the rook, which allows Black to make a swift attack on the opponent's pawn weaknesses.

1 ... Rc1 2 b4 (if 2 d6 Ke6 3 d7 K×d7 4 N×f5, then 4 ... Rc2 5 N×h6 R×f2 6 Kc5 Ke6 7 b4 Rf3, and Black wins) **2 ... h5 3 h4 f4! 4 g×f4 Rh1 5 Kc5.**

The trappy move 5 d6, hoping for 5 ... R×h4? 6 d7, winning, is refuted by 5 ... Ke6 6 d7 K×d7 7 Nf5 Rc1! 8 Ne3 Ke6 etc. White makes a desperate attempt to create another passed pawn.

5 ... R×h4 6 K×b5 R×f4 7 Kc5 (7 Ka5 h4 8 b5 h3 9 b6 h2 also loses) **7 ... Ke7!** (in the battle against the passed pawns Black also mobilizes his king, otherwise they might become dangerous) **8 b5 Kd7 9 b6 R×f2 10 Nc4 Rc2 11 d6** (White's last chance; 12 b7 is threatened, but Black has the antidote)

11 ... R×c4+! 12 K×c4 Kc6 13 Kd4 K×d6 White resigns.

The following example is rather more complicated.

Matanovic–Larsen
Portoroz, 1958

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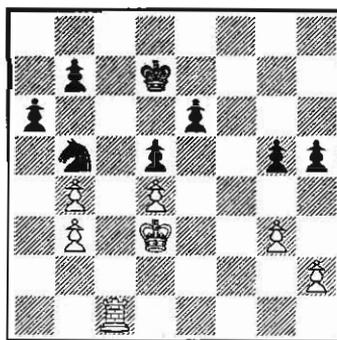
612. Black has weak pawns on both wings, but for the moment the invasion squares are securely guarded.

1 Re1 Nd6 2 b5!

Nothing is achieved by 2 Re5 Nf5. White therefore sacrifices a pawn, with the aim of opening another file, via which his rook will invade the opponent's position.

2 ... a×b5 3 Ra1 h4.

Black is powerless to prevent the invasion, e.g. 3 ... b4 4 Ra8 Nc8 5 Ke3 Kc7 6 h4! g×h4 7 g×h4 Nd6 8 Rf8! Kd7 (8 ... Nf5+ 9 R×f5) 9 Kf4 Ke7 10 Rh8 Nf5 11 Ke5 N×h4 12 Rh7+ Kd8 13 K×e6 etc.

4 g×h4 g×h4 5 Ra8 b4 6 Ra4 (a loss of time; correct was 6 Rf8, as in fact occurred in the game after Black's 10th move) **6 ... Kc7 7 Ke2** (White stops himself just in time; he would even have risked losing after 7 R×b4? b5) **7 ... Kc6 8 Ra8 Nf5 9 Kd3 Kd7 10 Rb8 Kc7 11 Rf8 Kd6 12 Rf7 b6 13 h3 Nh6.**

Black is forced to move his knight, since 13 ... Kc6 is met by 14 R×f5 e×f5 15 Ke3 Kd6 16 Kf4 Ke6 17 Kg5.

14 Rf4! Nf5 15 Ke2 Ke7 16 Kf3 Kf7 17 Kg4 Kg6 18 R×f5! e×f5+ 19 K×h4, and White won.

Steinitz–Zukertort
New York, 1886

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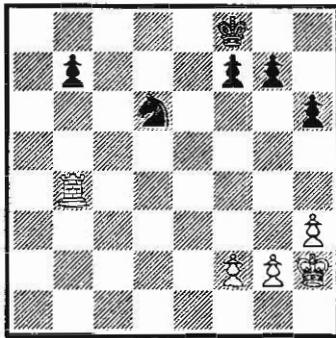
613. Here the side with the knight has better drawing chances. For the moment the white rook is passively placed, and it cannot immediately attack the opponent's K-side pawns. Black's king, not being tied to the defence of these pawns, can head over to the b-pawn and support its advance.

Black will save the game if White is unable to attack the K-side pawns with his rook and obtain a passed pawn there.

1 Kg3 Ke7 2 Kf4 Ke6 3 h4 Kd5! 4 g4 b5 5 Rb1 Kc5 6 Rc1+ Kd5.

If 6 ... Nc4, then 7 Ke4, when 7 ... b4 loses immediately to 8 Kd3, while after 7 ... Kb4 8 Kd4 the active placing of White's pieces allows him to hope for success.

7 Ke3 (White fails to exploit all his winning chances; stronger was 7 Rc7!, invading the enemy position with his rook, and only on 7 ... b4 — 8 Ke3) **7 ... Nc4+ 8 Ke2** (of course, not 8 Kd3 Ne5+ and 9 ... N×g4) **8 ... b4 9 Rb1 Kc5 10 f4 Na3 11 Rc1+ Kd4 12 Rc7.**

The rook has at last managed to attack the K-side pawns, but it is too late. The black pawn, supported by both pieces, proves too dangerous.

12 ... b3 13 Rb7 Kc3 14 Rc7+ Kd4! (of course, not 14 ... Kb2 15 R×f7 Ka2 16 R×g7 b2 17 Rb7 b1=Q 18 R×b1 N×b1 19 Kd3 Kb3 20 h5, and White wins) **15 Rb7 Kc3. Drawn.**

The knight is a piece with a restricted radius of action, and therefore it should be expected that it will show to best advantage if the battle is confined to a narrow sector of the board. Positions with the pawns on one wing come into this category, and we will now turn to an analysis of them.

The following two positions are of great importance, since they show what the defender should aim for, in order to maintain the balance.

Leikin, 1940

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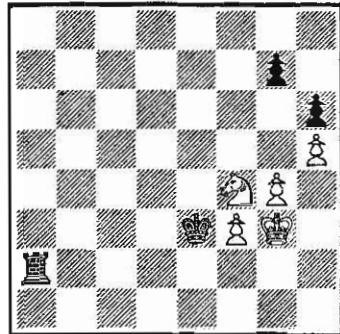
614. White's forces are very expediently arranged. His knight controls the approaches to his pawns, and creates threats against the enemy pawns. Black is unable to win.

A possible variation is: **1 Ng2+ Ke2 2 Kf4+ Kf1 3 Ne6!** (the attack on the g7 pawn prevents Black from creating any serious threats) **3 ... Ra7 4 Nd4 Rd7 5 Nf5 Ke2 6 Kg2**, and Black cannot improve his position, since he is tied to the defence of his g-pawn.

615. After **1 Nf4 Ra5** (1 ... g5 2 h×g5 h×g5 3 Nh3 Ra5 4 Kf2 and 5 f4) **2 Kf2** Black is again unable to create any dangerous threats: **2 ... Rf6 3 Kg3 Ra6 4 Kf2 Rd6 5 Kg3 Ke3 6 Ng2+ Kd4 7 Nf4** etc.

616. This position has an interesting history. After Alekhine had won in virtuoso style, it was included with detailed notes in all

Leikin, 1940

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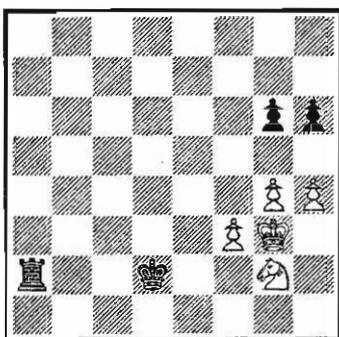
Vidmar–Alekhine
San Remo, 1930

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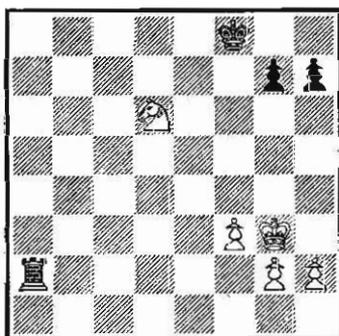
books on the endgame as an example of the accurate realization of the advantage. In 1940 A. Leikin (*Shakhmaty v SSSR*) showed that White had not defended as well as possible, and that by correct defence he could have saved the game. But for the majority of players this analysis went unnoticed.

Therefore we consider it expedient to give a detailed analysis of this ending.

1 h4 Ke7 2 Ne4 h6.

In defending such positions it is important to be able to deploy the pieces in the most expedient way. White should have aimed for the set-ups which we have just examined in positions 614 and 615. The correct continuation was therefore **3 Kh3!**, e.g. **3 ... Ke6** (if 3 ... Ra3, then 4 Kg4 Ke6 5 Kf4 g6 6 g4, or 5 ... Kd5 6 h5 Kd4 7 Nd6 Kd3 8 Nf5 Ra4+

9 Kg3 Ra5 10 Kf4 Ra7 11 g4 Ke2 12 Kg3, and we reach position 614) **4 g4! Ke5 5 Kg3 g6** (or 5 ... Kd4 6 h5! Ke3 7 Nd6 and 8 Nf5) **6 Nf2 Ra3** (6 ... Kd4 7 Nh3 Ke3 8 Nf4) **7 Nh3 Ra4 8 Kf2!** (not 8 Nf2 Kd4 9 Nh3 Ke3) **8 ... h5 9 g×h5! R×h4 10 h×g6!**, with an elementary draw.

In the game, of course, White was not aware of the reference positions 614 and 615. He was playing this ending 'blind', and instead of 3 Kh3 he replied **3 Nf2**. The continuation was:

3 ... Ke6 4 Nd3 Kf5 5 Nf4 Ra4 6 Nd3 Rc4 7 Nf2 Rc6 8 Nh3 Ke5 9 h5.

Without g2–g4 this move proves to be a serious mistake, simplifying the opponent's task.

Even so, against passive defence Black would have won by taking his king up to White's main weakness—his g2 pawn. For example: 9 Nf4 Rc2 10 Nh3 Rd2 11 Nf4 Ra2 12 Nh3 Kd4 13 Nf4 Ke3 14 Ne6 Ra7 15 Nf4 Ra6! 16 Nh3 Ke2 17 Nf4+ Kf1, and the remainder is simple: if 18 h5, then 18 ... Ra5 19 Kh2 Kf2 20 Kh3 Rb5 21 Kh4 Ke3, while 18 Nh3 is met by 18 ... Ra2 19 Nf4 g5 20 h×g5 h×g5 21 Ne6 R×g2+ 22 Kh3 Kf2 etc.

The game concluded: **9 ... Rc2! 10 Nf4 Rd2** (restricting the knight's mobility) **11 Nh3 Kd4 12 Nf4 Ke3 13 Ne6.**

Relatively best. After 13 Nh3 Rb2 14 Nf4 Rb5 15 Ne6 Re5 White loses a pawn; also bad is 13 Kg4 Rd4 14 g3 Ra4 15 Kf5 K×f3.

13 ... Rd5! 14 f4.

If 14 Kh4, then 14 ... Re5! 15 N×g7 Rg5 16 Ne6 R×g2 (Alekhine).

14 ... Rf5! 15 Kg4 Rf6! 16 f5 Rf7.

Up to this point Black has played with exceptional accuracy, but here, as shown by Alekhine, 16 ... Ke4! was stronger, e.g. 17 N×g7 (*17 Nc5+ Kd5 18 Nd3 Kd4 19 Nf4 Ke4*) 17 ... Rf7 18 Ne6 R×f5 19 Kh4 (if *19 g3, then 19 ... Re5 20 Nd8 Rg5+ 21 Kh4 Kf3 22 Nf7 Rg4+ 23 Kh3 R×g3+ 24*

Kh4 Kf4! 25 N×h6 Rg7! 26 Kh3 Rh7, and the knight is lost) 19 ... Ke5 20 Nc5 Rf4+ 21 Kh3 Rd4 22 g3 Kd6! (the knight has strayed away from the king, and Black intends to trap it) 23 Nb3 Rd1 24 Kh4 Kd5 25 g4 Rd3, and Black wins after either 26 Nc1 Re3 27 g5 Re4, or 26 g5 R×b3 27 g×h6 Ke6 28 h7 Rb8 29 Kg5 Kf7.

17 g3.

White in turn goes wrong. After 17 Nd8! Rf6 18 Ne6 Black would have had to play 18 ... Ke4!, as already examined in the note to Black's 16th move, whereas now White loses very quickly.

17 ... Ke4 18 Nc5+ Kd4! 19 Nb3+ Ke5 White resigns.

Up till now in this chapter we have been analyzing examples where the advantage was on the side of the rook.

It remains for us to make the acquaintance of positions where there is a definite advantage on the side of the knight. In the analysis we will endeavour to clarify the nature of the advantage, and the methods of realizing it.

Bronstein–Olafsson
Portoroz, 1958

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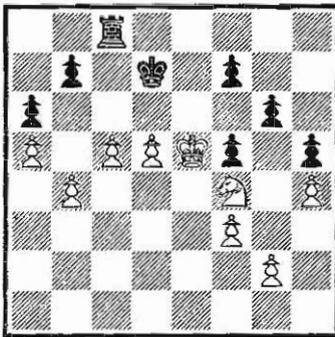
617. On a formal approach Black has a slight material advantage, but a careful analysis indicates that White has a big positional advantage.

Indeed, his pieces are exceptionally actively placed. His king is threatening to invade the enemy position, and his knight supports his king. For the moment the black rook is occupying a passive position, and requires time to come into play.

Highly important is the fact that Black is unable to prevent the invasion of the white king. Thus 1 ... Ke7 is met by 2 d6+ Ke8 (*2 ... Kf8 3 d7 Rd8 4 Kd6*) 3 Nd5 Rd8 (*4 d7+* was threatened) 4 Nb6 Kf8 6 Kd5 Ke8 6 c6 b×c6+ 7 K×c6 Kf8 8 Kc7 Ke8 9 d7+.

Black's only chance is to activate his rook, and therefore he played **1 ... Re8+ 2 Kf6 Re3.**

This attack on the weak enemy pawns, which is typical of this type of ending, is too late here, since, firstly, Black is unable to set up a passed pawn, and, secondly, White quickly creates decisive threats.

3 K×f7 Rb3 4 N×g6 R×b4 5 Ne5+ Kc8.

5 ... Kd8 is slightly more accurate, but even then after 6 d6 Rb2 7 Ke6 Rd2 8 g3 and 9 K×f5 White easily wins.

6 d6 Rb2 7 Ke8 Rd2 8 Ng6 Kb8 9 g3 Rd1 10 Ne7 Resigns.

The following three examples essentially all demonstrate the same theme. The bad placing of king and rook leads either to the queening of an enemy pawn, or to the knight winning the rook by a fork.

Botvinnik–Levenfish
Moscow, 1937

618
B
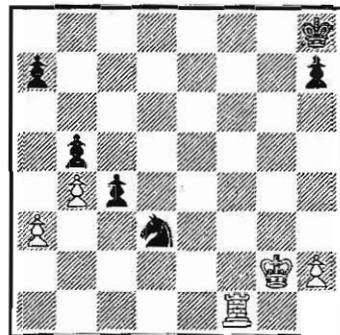
618. If White's king were at g3, the advantage would be on his side. But at g2 it is badly placed, and after **1 ... c3! 2 Kf3** (if 2 Rf8+ Kg7 3 Rc8, then all the same 3 ... c2! 4 R×c2 Ne1+) **2 ... c2 3 Ke2 c1=Q 4 R×c1 N×c1+ 5 Kd2 Na2 6 Kc2 Kg7 7 Kb2 N×b4 8 a×b4 Kf6** White resigned.

<div align="center">Kubbel, 1925</div>

619
+
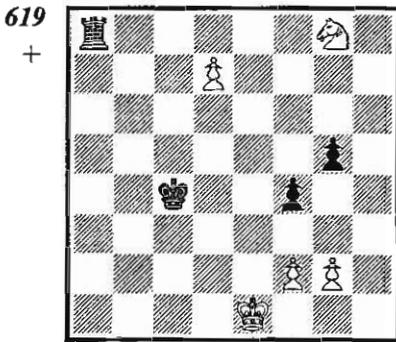
619. The natural 1 Ne7 fails to win after 1 ... Kc5 2 Nc8 Ra1+ 3 Ke2 Ra2+ 4 Kd3 Ra1!, but White has a less obvious move:
1 Nh6!

If now 1 ... Rd8, then 2 Nf7 R×d7 3 Ne5+ and 4 N×d7. Therefore Black replies **1 ... Kd3 2 f3 Ke3**, threatening mate. It is the parrying of this threat that constitutes the idea of the study.

3 Nf5+ Kd3 4 Ne7! Ke3 (there is nothing better; if 4 ... Rd8, then 5 Nc6 R×d7 6 Ne5+) **5 Nd5+! Kd3 6 Nc7!**

The point of transferring the knight to c7 is to gain a tempo by attacking the rook, thereby preventing Black from continuing his mating attack.

6 ... Rd8 (after 6 ... Ra1+ 7 Kf2 the king hides at h2) **7 Ne6 R×d7 8 Nc5+**, and after all the rook is lost to a fork.

620. In this study White succeeds in catching the rook in the middle of the board.

1 Nf4! R×g3+ 2 Kf2 Rg5 3 Ne6 Re5 4 f4 Re4 5 b3, and an unusual *zugzwang* position is reached. Black's king is forced to move into a fork.

<div align="center">Kubbel, 1914</div>

620
+
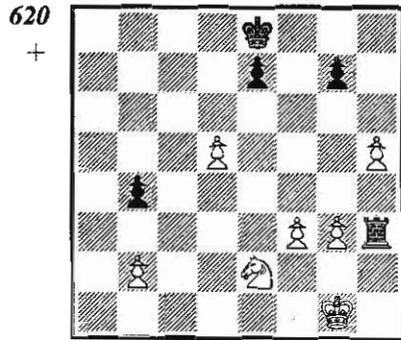
If the side with the knight has an advantage of more than two pawns, in the absence of effective counter-play by the opponent this normally proves decisive.

Take the following example.

<div align="center">Botvinnik–Vidmar
Groningen, 1946</div>

621
W
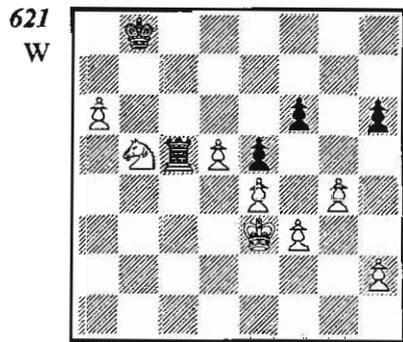
621. White has two passed pawns, but they are not supported by his king. Therefore after **1 a7+ Kb7** he correctly played **2 Nd6+ K×a7 3 Ne8**, exchanging his a-pawn for the f-pawn. Instead of this, nothing would have been achieved by 2 d6 Rc8, when, lacking the support of their king, the pawns are quickly lost.

The game continued: **3 ... Kb6 4 N×f6 Rc3+ 5 Kf2 Rc7 6 h4 Rf7 7 Nh5 Kc7 8 g5!** h×g5 9 h×g5 Rh7 10 Nf6 Rh2+ 11 Kg3 Rh1 12 Kg2 Rh8 13 g6, and Black resigned, since 13 ... Rh6 is met by **14 g7 Kg8+ 15 Kf2 R×g7 16 Ne8+.**

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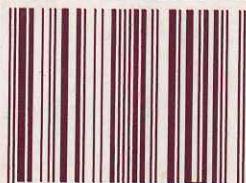
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